Michael Gebhart

Gameplay Programmer

Team player with a focus on C++ and Unreal Engine. Professional game development experience with UE 3, 4 and 5.
Motivated to always learn new skills and build on my foundations with the goal of leading technical teams myself one day.
Inspired to make games reaching players worldwide!

Portfolio: www.michael-gebhart.com · **GitHub**: www.github.com/m-gebhart
Mail: mail@michael-gebhart.com · **LinkedIn**: www.linkedin.com/in/m-gebhart

WORK EXPERIENCE

Virtuos Ltd.

01/2026 – present

Animation Programmer working on unannounced project.

Abstraction Games B.V.

09/2024 – 11/2025

Programmer on *Lords of the Fallen II* (Ci Games, 2026)

- Used UE5's Gameplay Ability System to implement enemy AIs from prototyping to final iterations by closely collaborating with designers and animators.
- Animation programming:
    - Modifying animations during run-time with control rigs, e.g., "look-at" systems to provide head movements that track player movement.
    - Tweaking animation extent and rotations with environment query systems and warping components.
- AI programming:
    - Gameplay abilities mixed with behavior trees to create attacks and locomotion.
    - Group pacing system ("ticketing").

Abstraction Games B.V.

09/2023 – 08/2024
03/ – 07/2023

Jr. Programmer and
C++ Programming Intern on *Gigantic: Rampage Edition* (Gearbox Publishing, 2024)

- UE3 with C++ and C# for gameplay features and other tasks:
    - Metric system overhaul for better match performance rating behaviour.
    - Improvements for upgrades of hero abilities and AI behaviour.
- Worked with JSON to fix hero bugs and exploits based on player feedback.
- UI programming with C++, UC, Kismet and Flash, AS, Scaleform, e.g.:
    - Redesign of menu screens (e.g., character selection, upgrade loadouts) and UI elements (e.g., voice UI, shield system, passive effect timers on skills).
    - Fixes for localization, tutorial UI displays, and gamepad navigation (certification).
    - Footer bar functionalities for design control and visuals (e.g., animated prompts).

Adventure Works LLC

11/2020 - 03/2021

Game Programming Intern on *Far Away* (later revealed as *Lifted*)

- Used C++ and UE4 / 5 to assist development of a side-scrolling narrative action game with rapid prototyping, bugfixing, gameplay features and in-engine level design tools.

EDUCATION

Cologne Game Lab, institute of Cologne University of Applied Sciences (TH Köln)

09/2018 – 08/2023

BA Digital Games - Game Programming

SHIPPED COMMERCIAL TITLES

- **Gigantic: Rampage Edition**
  Release: April 9th, 2024

  Abstraction Games B.V.
  (Original Release: Motiga)

I joined the project in March 2023 to support its latter phase of development and take over various responsibilities in UI and Gameplay programming.

Following its release, I stayed on the project until July 2024 to incorporate as much player feedback as possible.

ACADEMIC TEAM PROJECT EXPERIENCE

The Big Banger (2021)

Mobile AR Educational Game

Gameplay Programmer · Team of Six · Unity, C#, AR Foundation

- Control and input systems (i.e., translating 2D touch input to a 3D space).
- Player feedback systems (e.g., movement, audio, UI).

Mayhaemsters (2020)

Local Multiplayer Action Game

Project Lead, Gameplay Programmer · Team of Five · Unreal Engine 4, C++

- Team management and pitched initial concept.
- Co-Implemented major game systems (e.g., input, vehicle movement, animation, audio, UI).

Underground Berlin (2020)

Alternate Reality Game

JavaScript Programmer, Web Designer · Team of Four · HTML / CSS, JavaScript

- Scripted static and dynamic websites as part of inter-media puzzle games.

A Dystopian Murder Show (2019)

Action Platformer

Gameplay Programmer · Team of Five · Unity, C#

- Main game systems (e.g., controls, combat, UI, animations).
- Polished game for release on itch.io.

SKILLS

Technical Experiences:

- C++, C#
- JavaScript, HTML / CSS, ActionScript, Scaleform, UnrealScript
- Unreal Engine 3 - 5, OpenGL, Godot, Unity, FMOD, Rider, Adobe Animate
- Git, Perforce, Unity VC (Plastic) / Gluon
- Vegas Movie Studio, MS Office Suit, Jira

Languages:

German (native), English