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

09/2024 - present

Abstraction Games B.V. - Valkenswaard, NL (Remote)
Programmer working on *Lords of the Fallen II* (Ci Games, 2026)

- Utilized UE5's Gameplay Ability System to implement enemy behaviour.
- 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, e.g.:
  - Gameplay abilities in combination with behavior trees to create attacks and locomotion systems. Iterations in thorough exchange with designers.
  - Group pacing system ("ticketing").

09/2023 – 08/2024

Abstraction Games B.V. - Valkenswaard, NL (Remote)
Jr. Programmer resuming work on *Gigantic: Rampage Edition* (Gearbox Publishing, 2024)

- Post-Launch Support by using C++ and C# for UE3 features and tasks:
  - Metric system overhaul for better match performance rating behaviour.
  - Upgrades for hero abilities from the initial roster.
  - AI behaviour improvements (new heroes *Kajir and Roland*).
- Utilized JSON to fix hero bugs and exploits based on player feedback.
- Further UI programming with C++, UC, Kismet and Flash, AS, Scaleform, e.g.:
  - Redesign of UI screens (e.g., character selection, loadouts).
  - Finalized voice UI system in collaboration with engine team.
  - Localization, tutorial UI displays and gamepad navigation fixes (certification).

03/ – 07/2023

Abstraction Games B.V. - Valkenswaard, NL (Remote)
C++ Programming Intern for *Gigantic: Rampage Edition* (Gearbox Publishing, 2024)

- UI programming for UE3 project with C++, UC and Flash, AS, Scaleform:
  - Redesign of menu and HUD elements (e.g., voice, in-game and shield system, new HUD indications for skill status timers).
  - Better console UI navigation by creating new functionalities for footer action bar (e.g., custom controls, animation options for button prompts).

11/2020 – 03/2021

Adventure Works LLC - Miami, US (Remote)
Game Programming Intern for *Far Away* (later revealed as *Lifted*)

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

EDUCATION

09/2018 – 08/2023

Cologne Game Lab, institute of Cologne University of Applied Sciences (TH Köln)
BA Digital Games - Game Programming

SHIPPED COMMERCIAL TITLES

- **Gigantic: Rampage Edition**
  Release: April 9th, 2024
  Genre: MOBA / 3rd Person
  Action Online Game

  - Developer: *Abstraction Games B.V.* (Original release by *Motiga*)
  - I joined the project in March 2023 to support its latter phase of development. Following its release in April 2024, 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
- Player feedback systems (e.g., movement, audio, UI).
- Control and input systems (i.e., translating 2D touch input to a 3D space).

Mayhaemsters (2020)
Local Multiplayer Action Game

Project Lead, Gameplay Programmer · Team of Five · Unreal Engine 4, C++
- Pitched initial concept.
- Team management by overseeing tasks and deadlines.
- Co-Implemented 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 connected 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