
Michael Gebhart

business.gebhart@gmail.com • +49 151 282 400 91 (mobile) • linkedin.com/in/m-gebhart/

Sachsenring 26 • 50677 Cologne • Germany

www.michael-gebhart.com

EDUCATION

2018	A-Levels in Wörth (Rhein), GER; Focus: Computer Science , Physics , English
09/2018 - present	Cologne Game Lab at Cologne University of Applied Sciences (TH Köln) BA Digital Games, Game Programming

PROJECT EXPERIENCE

A Dystopian Murder Show	Gameplay Programmer , Team of Five, Unity
11/2018 – 02/2019	<ul style="list-style-type: none">Implemented major game systems, such as controls, combat, enemy behaviour, UI and animations
Blinded	Audio and Animation Programmer , Team of Seven, Unity
05 – 07/2019	<ul style="list-style-type: none">Created the pitch of the fundamental design conceptCreated animations in Unity's animation systemScripted adaptive music with FMOD
Unannounced Mobile Game	Producer , Animation Programmer , Team of Nine, Unity
09 – 12/2019 (on hold)	<ul style="list-style-type: none">Communication to external partiesGuiding colleagues through individual working processesHosting meetings, creating documents and overseeing tasks, deadlines and moreProgramming Support and Animation Programming
Underground Berlin (ARG)	JavaScript Programmer , Web Designer , Team of Four, HTML / CSS / JS
12/2019 – present	<ul style="list-style-type: none">Creating static websites with Jekyll and JavaScript

SKILLS

Technical: C#, C++, JavaScript, HTML / CSS, Jekyll / Liquid, Unity, Unreal, Git, Visual Studio, FMOD

More: Video Editing (Vegas Movie Studio), MS Office Suit, OpenOffice, HacknPlan

Languages: German (Native), English