Michael Gebhart

Gameplay Programmer

Team player with further experience in Game Design and Production; 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

03/2023 – present	**Abstraction Games B.V.** (Remote) C++ Programming Intern for Online Multiplayer project made with Unreal Engine
11/2020 – 12/2022	**Macromedia University of Applied Sciences** (Cologne, GER) Student Assistant for Programme and Event Management for Game Design
11/2020 – 03/2021	**Adventure Works LLC** (Remote) Gameplay Programming Intern for "Far Away", an Unreal Engine project

EDUCATION

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

COLLABORATIVE PROJECT EXPERIENCE

The Big Banger (2021)
AR Educational Game

Gameplay Programmer · Team of Six · Unity, C#, AR Foundation
- Implemented player feedback systems, e.g., movement, audio, UI
- Designed control systems, i.e., translating 2D touch input to a 3D space

Mayhaemsters (2020)
Multiplayer Action

Producer, Gameplay Programmer · Team of Five · Unreal Engine 4, C++, and BPs
- Pitched initial game design concept, overseeing tasks and deadlines
- Implemented input and vehicle movement systems, animation, audio, UI

Underground Berlin (2020)
Alternate Reality Game

JavaScript Programmer, Web Designer · Team of Four · HTML, CSS, JS
- Created and scripted static and interactive websites

A Dystopian Murder Show (2019)
Action Platformer

Gameplay Programmer · Team of Five · Unity, C#
- Implemented majority of game systems, e.g., controls, combat, UI, anim.
- Polished game for release on itch.io

SKILLS

Technical Experiences:	• C++, C#, JavaScript, HTML / CSS, Actionscript • Unreal Engine, OpenGL, Unity, FMOD, Visual Studio, Rider, Adobe Animate • Git, Perforce, Vegas Movie Studio, MS Office Suit, Jira
Languages:	German (Native), English