

# 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](http://www.michael-gebhart.com) • **GitHub:** [www.github.com/m-gebhart](https://github.com/m-gebhart)

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## WORK EXPERIENCE

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| 09/2024 - present | <b>Abstraction Games B.V.</b> - Valkenswaard, NL (Remote)<br><b>Programmer</b> working on unannounced AAA souls-like project in UE5: <ul style="list-style-type: none"><li>• Gameplay Ability System</li><li>• Animation programming:<ul style="list-style-type: none"><li>◦ Modifying animations during run-time with control rigs, e.g., "look-at" systems.</li></ul></li><li>• AI programming and Behaviour Trees, e.g.:<ul style="list-style-type: none"><li>◦ Conditionals and services to create attacks and locomotion systems. Iterations in thorough exchange with designers.</li><li>◦ Group pacing system ("ticketing").</li></ul></li></ul>   |
| 09/2023 – 08/2024 | <b>Abstraction Games B.V.</b> - Valkenswaard, NL (Remote)<br><b>Jr. Programmer</b> resuming work on <i>Gigantic: Rampage Edition</i> (Gearbox Publishing, 2024) <ul style="list-style-type: none"><li>• Post-Launch Support by using C++ and C# for UE3 features and tasks:<ul style="list-style-type: none"><li>◦ Metric system overhaul for better match performance rating behaviour.</li><li>◦ Upgrades for hero abilities from the initial roster.</li><li>◦ AI behaviour improvements (new heroes <i>Kajir</i> and <i>Roland</i>).</li></ul></li><li>• Utilized JSON to fix hero bugs and exploits based on player feedback.</li><li>• Further UI programming with C++, UC, Kismet and Flash, AS, Scaleform, e.g.:<ul style="list-style-type: none"><li>◦ Redesign of UI screens (e.g., character selection, loadouts) in collaboration with design team.</li><li>◦ Finalized voice UI system in collaboration with engine team.</li><li>◦ Localization, tutorial UI displays and gamepad navigation fixes (certification).</li></ul></li></ul> |
| 03/ – 07/2023     | <b>Abstraction Games B.V.</b> - Valkenswaard, NL (Remote)<br><b>C++ Programming Intern</b> for <i>Gigantic: Rampage Edition</i> (Gearbox Publishing, 2024) <ul style="list-style-type: none"><li>• UI programming for UE3 project with C++, UC and Flash, AS, Scaleform:<ul style="list-style-type: none"><li>◦ Redesign of menu and HUD elements (e.g., voice, in-game and shield system, new HUD indications for skill status timers).</li><li>◦ Better console UI navigation by creating new functionalities for footer action bar (e.g., custom controls, animation options for button prompts).</li></ul></li></ul>  |
| 11/2020 – 03/2021 | <b>Adventure Works LLC</b> - Miami, US (Remote)<br><b>Game Programming Intern</b> for <i>Far Away</i> (later revealed as <i>Lifted</i> ) <ul style="list-style-type: none"><li>• Used C++ and UE4 / 5 to assist development of a side-scrolling narrative action game.</li><li>• Supported the core gameplay team with rapid prototyping, bugfixing, gameplay features and in-engine level design tools.</li></ul>  |

## EDUCATION

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| 09/2018 – 08/2023 | <b>Cologne Game Lab</b> , institute of Cologne University of Applied Sciences (TH Köln)<br>BA Digital Games - <b>Game Programming</b> |
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SHIPPED COMMERCIAL TITLES

<ul style="list-style-type: none"><li><b>Gigantic: Rampage Edition</b></li></ul>	<ul style="list-style-type: none"><li>Developer: <i>Abstraction Games B.V.</i> (Original release by <i>Motiga</i>)</li></ul>
Release: April 9 <sup>th</sup> , 2024	<ul style="list-style-type: none"><li>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.</li></ul>
Genre: MOBA / 3 <sup>rd</sup> Person	
Action Online Game	

ACADEMIC TEAM PROJECT EXPERIENCE

<b>The Big Banger</b> (2021)	<b>Gameplay Programmer</b> • Team of Six • Unity, C#, AR Foundation
Mobile AR Educational Game	<ul style="list-style-type: none"><li>Player feedback systems (e.g., movement, audio, UI).</li><li>Control and input systems (i.e., translating 2D touch input to a 3D space).</li></ul>
<b>Mayhaemsters</b> (2020)	<b>Project Lead, Gameplay Programmer</b> • Team of Five • Unreal Engine 4, C++
Local Multiplayer Action Game	<ul style="list-style-type: none"><li>Pitched initial concept.</li><li>Team management by overseeing tasks and deadlines.</li><li>Co-Implemented game systems (e.g., input, vehicle movement, animation, audio, UI).</li></ul>
<b>Underground Berlin</b> (2020)	<b>JavaScript Programmer, Web Designer</b> • Team of Four • HTML / CSS, JavaScript
Alternate Reality Game	<ul style="list-style-type: none"><li>Scripted static and dynamic websites as part of connected puzzle games.</li></ul>
<b>A Dystopian Murder Show</b> (2019)	<b>Gameplay Programmer</b> • Team of Five • Unity, C#
Action Platformer	<ul style="list-style-type: none"><li>Main game systems (e.g., controls, combat, UI, animations).</li><li>Polished game for release on itch.io.</li></ul>

SKILLS

<b>Technical Experiences:</b>	<ul style="list-style-type: none"><li>C++, C#</li><li>JavaScript, HTML / CSS, ActionScript, Scaleform, UnrealScript</li><li>Unreal Engine 3 - 5, OpenGL, Godot, Unity, FMOD, Rider, Adobe Animate</li><li>Git, Perforce, Unity VC (Plastic) / Gluon</li><li>Vegas Movie Studio, MS Office Suit, Jira</li></ul>
<b>Languages:</b>	German (native), English