

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](https://github.com/m-gebhart)

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WORK EXPERIENCE

11/2020 – 12/2022 **Hochschule 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 Unreal Engine project (Far Away)

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) **Gameplay Programmer** • Team of Six • Unity, C#, AR Foundation
AR Educational Game
- Implemented player feedback systems, e.g., movement, audio, UI
 - Designed control systems, i.e., translating 2D touch input to a 3D space
- Mayhaemsters** (2020) **Producer, Gameplay Programmer** • Team of Five • Unreal Engine 4, C++, and BPs
Multiplayer Action
- Pitched initial game design concept, overseeing tasks and deadlines
 - Implemented input and vehicle movement systems, animation, audio, UI
- Underground Berlin** (2020) **JavaScript Programmer, Web Designer** • Team of Four • HTML, CSS, JS
Alternate Reality Game
- Created and scripted static and interactive websites
- A Dystopian Murder Show** (2019) **Gameplay Programmer** • Team of Five • Unity, C#
Action Platformer
- 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, Unreal Engine, OpenGL, Unity, FMOD, MS Visual Studio, Rider, Git, Perforce Helix Core, Vegas Movie Studio, MS Office Suit, Jira

Soft Skills: Analytical and Design Thinking, Communication, Flexibility, Working Under Pressure, Project and Event Management

Languages: German (Native), English