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 learn new skills and build on my C++ skills with the goal of leading technical teams myself.

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

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WORK EXPERIENCE

09/2023 - present

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

- Used C++, UC, Kismet and Flash, AS, Scaleform to further improve UI, e.g.:
    - Redesign of UI screens (e.g., character selection, loadouts) in collaboration with design team to meet specific publisher requests.
    - Finalized voice UI system in collaboration with engine team.
    - Used Kismet scripting for UI guidance in tutorials.
    - Gamepad navigation fixes.
    - Localization fixes.
- Utilized JSON to bugfix data-driven hero and skill system.
- Post-Launch Support, e.g.:
    - New upgrade abilities for heroes from initial roster.
    - Extended clone AI behaviour (*Kajir's* specialty, most recently introduced hero).
    - Applied new metric system for better match performance rating behaviour.
    - Rapid removal of hero bugs and exploits based on player feedback.

03/ – 07/2023

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

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

11/2020 – 12/2022

Macromedia University of Applied Sciences - Cologne, GER
Student Assistant for Game Design & Development program management

11/2020 – 03/2021

Adventure Works LLC - Miami, US (Remote)
Game Programming Intern for *Far Away* (later revealed as *Ari Baktu and the Anytime Elevator*)

- 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 at 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 last year of development. Following its release in April 2024, I stayed on the project until July 2024 to incorporate as much player feedback as possible before then being allocated to an internal project (tba).

ACADEMIC TEAM PROJECT EXPERIENCE

The Big Banger (2021)
Mobile 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)
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#
- Created majority of 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, Unity, FMOD, Rider, Adobe Animate
- Git, Perforce
- Vegas Movie Studio, MS Office Suit, Jira

Languages:
German (native), English