

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 · **GitHub:** www.github.com/m-gebhart

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WORK EXPERIENCE

09/2024 - present

Abstraction Games B.V.

Programmer on *Lords of the Fallen II* (Ci Games, 2026)

- Used UE5's Gameplay Ability System to implement enemy AIs from prototyping to final iterations. All in close collaboration with designers and animators.
- Animation programming:
 - Modified animations during run-time with control rigs, e.g., "look-at" systems to provide head movements tracking the player.
 - Tweaked animation extents and rotations with environment query systems and warping components.
- AI programming, e.g.:
 - Gameplay abilities mixed with behavior trees to create attacks and locomotion.
 - Group pacing system ("ticketing").

09/2023 – 08/2024

Abstraction Games B.V.

Jr. Programmer resuming work on *Gigantic: Rampage Edition* (Gearbox Publishing, 2024)

- Post-Launch Support by using C++ and C# for UE3 features and tasks:
 - Metric system overhaul for better match performance rating behaviour.
 - Upgrades for hero abilities from the initial roster.
 - AI behaviour improvements (new heroes *Kajir* and *Roland*).
- Used JSON to fix hero bugs and exploits based on player feedback.
- Further UI programming with C++, UC, Kismet and Flash, AS, Scaleform, e.g.:
 - Redesign of UI screens (e.g., character selection, loadouts).
 - Finalized voice UI system in collaboration with engine team.
 - Localization, tutorial UI displays and gamepad navigation fixes (certification).

03/ – 07/2023

Abstraction Games B.V.

C++ Programming Intern for *Gigantic: Rampage Edition* (Gearbox Publishing, 2024)

- UI programming in UE3 with C++, UC and Flash, AS, Scaleform:
 - Redesign of menu and HUD elements (e.g., voice, in-game and shield system, new HUD indications for skill status timers).
 - Improved console UI navigation by adding functionalities to the footer action bar (e.g., animation options for prompts).

11/2020 – 03/2021

Adventure Works LLC

Game Programming Intern for *Far Away* (later revealed as *Lifted*)

- Used C++ and UE4 / 5 to assist development of a side-scrolling narrative action game with rapid prototyping, bugfixing, gameplay features and in-engine level design tools.

EDUCATION

09/2018 – 08/2023

Cologne Game Lab, institute of Cologne University of Applied Sciences (TH Köln)

BA Digital Games - **Game Programming**

SHIPPED COMMERCIAL TITLES

- **Gigantic: Rampage Edition**
Release: April 9th, 2024
Abstraction Games B.V.
(Original release by Motiga)

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.

ACADEMIC TEAM PROJECT EXPERIENCE

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

SKILLS

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