

MICHAEL GEBHART

Gameplay Programmer

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Address: **full address on request** Cologne, Germany

Occupation: Student

Born: 19.09.1998 in Kandel (RP), Germany

Nationality: German

WORK EXPERIENCE

11/2020 - present **Hochschule Macromedia** – University for Applied Sciences (Campus Köln)
Working Student for **Design, Game Design**

11/2020 – 03/2021 **Adventure Works**
Gameplay Programming Intern (Remote Position)

EDUCATION

09/2018 – present **Cologne Game Lab** at Cologne University of Applied Sciences (TH Köln)
BA Digital Games, **Game Programming**

2018 **A-Levels / Abitur** in Wörth (Rhein), Germany;
Subjects of Focus: **Computer Science, Physics, English**

PROJECT EXPERIENCE

Mayhaemsters (2020) **Producer, Co-Programmer**, Team of Five, Unreal Engine 4 / C++ and BPs
Multiplayer Action

- Creating initial game design concept, overseeing tasks and deadlines
- Implementing and iterating on UI, animation and movement systems

Underground Berlin (2020) **JavaScript Programmer, Web Designer**, Team of Four, HTML / CSS / JS
Alternate Reality Game

- Creating and scripting static and interactive websites

Blinded (2020) **Audio- and Animation Programmer**, Team of Seven, Unity / C#
Puzzle Adventure

- designing initial concept
- Implementing SFX, animation and adaptive music (FMOD)

A Dystopian Murder Show (2019) **Gameplay Programmer**, Team of Five, Unity / C#
Action Platformer

- Implementing major game logic and systems, e.g, controls, combat, UI

SKILLS

Technical Experiences:

- Languages: C#, C++, JavaScript, HTML / CSS, PHP / SQL / MySQL
- Software: Unity, Unreal, FMOD, Visual Studio, VCS (Git, Perforce Helix Core)
- Other: Video Editing (Vegas Movie Studio), MS Office Suit, OpenOffice, Jira

Soft Skills: Project Management, Communication, Flexibility, Working Under Pressure

Languages: German (Native), English