

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

Mail: mail@michael-gebhart.com • **LinkedIn:** www.linkedin.com/in/m-gebhart

WORK EXPERIENCE

09/2023 - present	Abstraction Games B.V. (Remote) Jr. Programmer resuming work on aforementioned UE3 online multiplayer project
03/ - 07/2023	Abstraction Games B.V. (Remote) C++ Programming Intern for an online multiplayer project revitalized with UE3
11/2020 - 12/2022	Macromedia University of Applied Sciences (Cologne, GER) Student Assistant for programme and event management for Game Design & Dev.
11/2020 - 03/2021	Adventure Works LLC (Remote) Gameplay Programming Intern for “Far Away”, an Unreal Engine project

EDUCATION

09/2018 - 08/2023	Cologne Game Lab at Cologne University of Applied Sciences (TH Köln) BA Digital Games; Specialization of Focus: Game Programming
-------------------	---

ACADEMIC TEAM PROJECT EXPERIENCE

The Big Banger (2021) AR Educational Game	Gameplay Programmer • Team of Six • Unity, C#, AR Foundation <ul style="list-style-type: none">Implemented player feedback systems, e.g., movement, audio, UIDesigned control systems, i.e., translating 2D touch input to a 3D space
Mayhaemsters (2020) Multiplayer Action	Producer, Gameplay Programmer • Team of Five • Unreal Engine 4, C++, and BPs <ul style="list-style-type: none">Pitched initial game design concept, overseeing tasks and deadlinesImplemented input and vehicle movement systems, animation, audio, UI
Underground Berlin (2020) Alternate Reality Game	JavaScript Programmer, Web Designer • Team of Four • HTML, CSS, JS <ul style="list-style-type: none">Created and scripted static and interactive websites
A Dystopian Murder Show (2019) Action Platformer	Gameplay Programmer • Team of Five • Unity, C# <ul style="list-style-type: none">Implemented majority of game systems, e.g., controls, combat, UI, anim.Polished game for release on itch.io

SKILLS

Technical Experiences:	<ul style="list-style-type: none">C++, C#, JavaScript, HTML / CSS, ActionScript, Scaleform, UnrealScriptUnreal Engine, OpenGL, Unity, FMOD, Visual Studio, Rider, Adobe AnimateGit, Perforce, Vegas Movie Studio, MS Office Suit, Jira
-------------------------------	--

Languages:	German (Native), English
-------------------	--------------------------