



NIKLAS GRANSKOG

Programmer

Futuregames was an education that specialized in teaching students about the gaming industry. As for the programmer course, the focus was on C# & Unity and some parts on C++ & Unreal Engine 4.

Education

Futuregames University

2018 - 2021

Game programmer

- Programmer for game projects in Unity and Unreal Engine 4.

Rekt Games

2020

Internship, Gameplay Programmer C#

- Refactor similar gameplay elements with polymorphism.
- Random AI movement for objects in Scene.
- Simple UI transition between scenes.

Skills

Programming Languages



Game Engines



Version Control

Source Tree

Github Desktop

Perforce

Languages

Swedish, native

English

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Kojvikshöjden 3, Dalarö

Github

in LinkedIn

About me

I want to improve my programming skills as I have a passion for game development & programming.