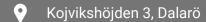


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in Linkedin

About me

I am a guy that likes to make game projects in my free time, and also play games

NIKLAS GRANSKOG

Programmer

Education

Futuregames University

2018 - 2021

Game programmer

 Programmer for game projects in Unity and Unreal Engine 4.

Rekt Games 2020

Internship, Gameplay Programmer C#

- Tasked to refactor similar gameplay elements with polymorphism.
- Random Al movement for objects in Scene.
- · Simple UI transition between scenes.

Skills

Programming Languages Game Engines

C#

Unity

UE4

Version Control

Source Tree

Java

Github Desktop

Perforce

Languages

Swedish, native

English