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 with some courses in C++ & Unreal Engine 4.

I would describe myself as a person that wants to not only improve my skills, but use those skills to the best of my ability.

Work Experience

Landell Games AB 2022-06-20 - Ongoing
Internship, Programmer C#, Unity

- C# Programming in Unity.

Education

Futuregames University 2018 - 2021
Gameplay programmer C#/C++

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

Rekt Games 2020
Internship, Gameplay Programmer C#, Unity

- Refactor similar gameplay elements with inheritance & polymorphism.
- Random AI movement for objects in the game scene.
- Simple UI transition between scenes.

Skills

Programming Languages

C#

C++

Java

Game Engines

Unity

UE4

Version Control

Source Tree

Github Desktop

Perforce

Plastic SCM

Language

Swedish, native

English

☐ +46 768450055

✉ granen.n@gmail.com

📍 Kojvikshöjden 3, Dalarö

◯ Github

in Linkedin

About me

I have a strong passion for game development, programming & games.