

Niklas Granskog

Game Programmer

Phone: (+46) 076-845-00-55

E-mail: niklas.granskog@futuregames.nu

Adress: Kojvikshöjden 3, Dalarö 13770

Portfolio: <https://shiroosu.github.io/NiklasGranskog/>



Introduction

I was introduced to programming during High School and since then I have had an interest in game programming. After that I started my education at Future Games Vocational University as a game programmer. Where I learned C++ & C# while also working as a team to make games, in small and larger groups. I have always been ambitious about any project I have worked on whether it was a success or not.

Programming Languages & Software

Unreal Engine 4, C++

Unity, C#

Java



Version Control Software

Perforce, Git, Source Tree, Unity Collab

Education



Futuregames Vocational University, Game Programmer 2018 – 2020.



Java programming course at Halmstad University August 2017.



Fredrika Bremer High School, Engineering Sciences program August 2014 – June 2017.
(Extended course, specialization in Mathematics.)

FREDRIKA

Languages

Swedish, native

English

Game Projects

(Future Games)

Spring Breeze (3D) - Programmer (2019)

Single player flying game made in Unity with C#.

I worked on Spawning system and AI that would avoid obstacles while chasing the player.

Nim (3D) - Programmer (2019)

Single player platform puzzle game made in Unreal Engine 4 with Blueprint and C++.

I worked on the Target system for locking the camera on important objects in the game.

Tower Trove (2D) - Programmer (2019)

Single player platform / dungeon crawler game made in Unity with C#.

I worked on the character movement, controls and shooting.

Solo Project (2D) - 2020

Multiplayer co-op dungeon crawler game made in Unity with C#.

This was a network challenge I decided to do myself so I could become more knowledgeable in networking with games.

Citadel (3D) - 2020

Single player, Rogue-like / caster game in Unity using C#.

During this project I was doing the enemy AI with another programmer in the group.

I also worked on enemy item drop system, menu UI's and object-pool for projectiles, enemies and droppable items from selected sources.