



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

- Photon Networking
- Gameplay
- Damage System

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



Game Engines



Version Control

Source Tree

Github Desktop

Perforce

Plastic SCM

Language

Swedish, native

English

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Kojvikshöjden 3, Dalarö

Github

in LinkedIn

About me

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