



# 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 AI movement for objects in Scene.
- Simple UI transition between scenes.

## Skills

### Programming Languages

C#



C++



Java



### Game Engines

Unity



UE4



### Version Control

Source Tree

Github Desktop

Perforce

### Languages

Swedish, native

English



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Kojvikshöjden 3, Dalarö



Github



Linkedin

## About me

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