



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

Gamucatex 2023-01-09 - Ongoing

Internship, Programmer C#, Unity

- Custom Console (Replacement for Unity's Console)
- In game command console

Landell Games AB 2022-06-20 - 2023-02-06

Internship, Programmer C#, Unity

- Photon Networking
- Gameplay
- Damage System

Education

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.

Futuregames University 2018 - 2021

Gameplay programmer C#/C++

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

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Kojvikshöjden 3, Dalarö

Github

in LinkedIn

About me

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

Skills

Programming Languages

C#

C++

Java

Game Engines

Unity

UE4

Languages

Swedish, native

English

Source Tree Perforce

Github Desktop Plastic SCM