Niklas Granskog

Programmer

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Programming Languages & Software

C#, C++, Java
Unity, Unreal Engine 4

Version Control

Perforce, Git, Source Tree, Unity Collab

Futuregames Vocational University, Programmer.
Across the game projects I have done at Futuregames I worked with Unity C#, Unreal 4 C++, however mostly with Unity and C#.

Rekt Games Internship as Gameplay Programmer.
During my Internship at Rekt Games I worked in Unity C#, with gameplay elements such as simple AI, UI and other elements involving the player's character.

Languages

Swedish, native
English