

Niklas Granskog

Programmer

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Introduction

Since an early age I have been working on making my own games and I am ambitious about any project I am doing. After I started my education at Futuregames I have gotten an understanding of how the industry works when making games as a team. And it is always fun working together to make something great.

Programming Languages & Software

Unreal Engine 4, C++

Unity, C#



Version Control Software

Perforce, Git, Source Tree, Unity Collab

Education



Futuregames Vocational University, Game Programmer 2018 – Present.



Java programming course at Halmstad University August 2017.



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

Languages

Swedish, native.

English, good knowledge.

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.

Future Games

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.

Future Games

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.

Future Games

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.

Future 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, items etc.