

# Niklas Granskog

Programmer

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Portfolio: <https://shiroosu.github.io/NiklasGranskog/>



## Introduction

I was introduced to programming during High School and since then I have had an interest in game programming. After that I started my education at Future Games Vocational University as a game programmer. Where I learned C++ & C#, and experienced working as a team to make games, both in small and larger groups.

## Programming Languages & Software

Unreal Engine 4, C++

Unity, C#

## Version Control Software

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 with gameplay elements such as simple AI, UI and other elements involving the player's character.

## Languages

Swedish, native

English