

Niklas Granskog

Programmer

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

Languages

Swedish, native

English