

Fabian Fröding

Game Programmer / Software Engineer

Basic Information

Date of Birth: 1992-03-17

Nationality: Swedish

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Portfolio: FabianFroding.Github.io

Education

University of Gothenburg	<i>Bachelor in Software Engineering</i>	2017-2020
Uppsala University	<i>AI Algorithms for Games, 15 ECTS</i>	2022
Skövde University	<i>UX for Games, 60 ECTS</i>	2021-2022
Shibuya Gaigo Gakuin, Tokyo	<i>Japanese language courses</i>	2014
Qufu Shaolin Kung Fu School, China	<i>Martial arts education</i>	2013

Game Development & Engineering Skillset

Engines:

- Unreal Engine
- Unity

Programming:

- C++
- C#
- Unreal Engine Blueprints
- JavaScript / CSS / HTML
- Vue / D3.js / Plotly

Tools:

- Perforce / Plastic SCM / Github
- Jira / Trello / Confluence / Mantis BT
- Figma
- Jenkins / Swarm
- Azure Playfab
- Various Diagram Tools

Misc:

- [Unreal Engine GAS](#)
- Unreal Engine CommonUI
- Unreal Engine Insights

Spoken Languages

- Native Swedish
 - Fluent English
 - Basic Japanese
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Working Experience

DoubleMoose Games: *Game Programmer / Software Engineer*

2022-Present

Project: [Abyssus](#)

- Built gameplay and UI systems with C++/Blueprints in Unreal Engine 5.
- Prototyped and polished features with design and art teams.
- Integrated telemetry backends via Azure Playfab/AWS.

- Warcry Interactive:** *QA/UX Consultant* 2021
- Project:** [Only Lead Can Stop Them](#)
- Lead a team of people to conduct user research and playtesting.
 - Performed data analysis and built visualizations to inform design decisions.
- Evoma:** *Software Engineer* 2021
- Built UI features and dashboards for a European aerospace client.
 - Developed interactive data visualization tools using JavaScript, Vue, and Plotly.
 - Optimized algorithms to handle big amounts of data.
- Smoofit:** *Software Engineer* 2020-2021
- Built mobile-compatible web UIs using JavaScript, HTML, and CSS.
 - Programmed embedded systems in C for barcode scanners and smart home devices.
- Chalmers Studentbostäder:** *Customer Service Representative* 2019-2020
- Served customers/tenants and handled administrative tasks.