

Fabian Fröding

Game Programmer & Software Engineer

Designing intuitive and scalable software.

Basic Information

Date of Birth: 1992-03-17
Nationality: Swedish
Drivers License: Swedish B

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Portfolio: FabianFroding.Github.io

Education

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

Skills

Programming:

- C++ & C#
- HTML, CSS & JavaScript
- Java
- Python

Frameworks/Plugins:

- Unreal Engine Common UI
- [Unreal Engine Gameplay Ability System](#)
- Unreal Engine Paper2D & PaperZD
- Plotly & Vue (Javascript)

Game Engines:

- Unreal Engine
- Unity

Tools:

- Git / Perforce / Plastic SCM
- Azure Playfab, AWS
- Jira / MantisDB / Trello

Spoken Languages

- Swedish: Native
 - English: Fluent
 - Japanese: Basics
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Working Experience

DoubleMoose Games: *Game Programmer / Software Engineer*

2022-Present

Project: Abyssus

- Built gameplay and UI systems in C++ (Unreal), lead UI programmer.
- Integrated telemetry/backends via Playfab and AWS.
- Prototyped and polished features with design and art teams.

Warcry Interactive: <i>QA Consultant</i>	2021
<ul style="list-style-type: none"> • Conducted playtesting and game balancing. • Performed data analysis and built visualizations to inform design decisions. 	
Evoma: <i>Software Engineer</i>	2021
<ul style="list-style-type: none"> • Built UI features and dashboards for a European aerospace client. • Developed interactive data visualization tools using JavaScript, Vue, and Plotly. 	
Smoofit: <i>Software Developer</i>	2020-2021
<ul style="list-style-type: none"> • Programmed embedded systems in C for barcode scanners and smart home devices. • Built mobile-compatible web UIs using JavaScript, HTML, and CSS. 	
Chalmers Studentbostäder: <i>Customer Service Representative</i>	2019-2020
<ul style="list-style-type: none"> • Served customers/tenants and handled administrative tasks. 	
Nyboskolan Tibro: <i>Substitute Teacher</i>	2017
<ul style="list-style-type: none"> • Taught mathematics and gymnastics for elementary school students. 	
Tibro Kyrkogård: <i>Gardener</i>	2015-2018
<ul style="list-style-type: none"> • Summerjob. Gardening at a graveyard. 	
Tidningstjänst AB: <i>Mailman</i>	2012
<ul style="list-style-type: none"> • Summerjob. Newspaper delivery during morning hours 3am-7am. 	
Duvslaget: <i>Gardener/Painter</i>	2010-2014
<ul style="list-style-type: none"> • Summerjob. Painted houses and gardening. 	