

# Fabian Fröding

## Game Programmer & Software Engineer

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Designing intuitive and scalable software.

### Basic Information

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

Mobile: (+46) 736 236 760  
E-Mail: [Fabian.Froding@Gmail.com](mailto:Fabian.Froding@Gmail.com)  
Portfolio: [FabianFroding.Github.io](https://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

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### 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.

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