Fabian Fröding - Game Programmer & Software Engineer

Basic Information

Date of Birth: 1992-03-17

Nationality: Swedish

Drivers License: Swedish B

E-Mail: Fabian.Froding@Gmail.com

Portfolio: FabianFroding.Github.io

Work Experience

DoubleMoose Games: Software Engineer   **Jan 2023 - Present**

DoubleMoose Games: Game Programming Intern   **Apr 2022 - Dec 2022**
- Programming in Unreal Engine with C++ and blueprints.

Warcry Interactive: QA Consultant   **Sep 2021 - Dec 2021**
- Playtesting, data analysis and data visualization.

Evoma: Software Engineer   **Mar 2021 - Dec 2021**
- Software development with JavaScript, Vue, Plotly, HTML, CSS.

Smoofit: Software Developer   **Sep 2020 - Jun 2021**
- Software development with C, Javascript, HTML, CSS.

Chalmers Studentbostäder: Customer service   **Jun 2019 - May 2020**
- Served customers/tenants and handled administrative tasks.

Nyboskolan Tibro: Substitute teacher   **Jan 2017 - May 2017**
- Taught mathematics and gymnastics for elementary school students.

Education

2021 - 2023
- University of Skövde
  Master's degree in Game Development

2017 - 2020
- University of Gothenburg &
  Chalmers University
  *Bachelor's degree in Software
  Engineering*
  GPA: 3.52

2014
- Shibuya Gaigo Gakuin - *Japanese
  language courses*. Tokyo, Japan.

2013
- Qufu Shaolin Kung Fu School -
  Martials arts education. Qufu, China.

Course Highlights

Bachelor's degree:

Software Architecture & Design	Agile Development Processes	Algorithms & Data Structures	Statistics & AI Engineering *(Elective courses)*	Thesis in Software Architecture

Master's degree:

Playtesting & UX for Games	Software Engineering in Game Development	Statistical Analysis for Game Research	C++ & AI Programming for Games *(Elective courses)*	Thesis in Data Analysis for Video Game Bugs

Standalone courses:

Python Fundamentals *(Chalmers University, 2020)*	Functional Programming *(University of Skövde, 2020)*

Skillset

Programming:
- C++
- C#
- Unreal Engine Blueprints
- JavaScript *(Vue, Plotly)*
- HTML, CSS
- Python
- Java

Game Engines:
- Unreal Engine
- Unity

Tools:
- Amazon Web Services
- Github, Gitlab & Git Bash
- Perforce
- Plastic SCM
- Jira, Trello
- Confluence
- Microsoft Excel & Google Sheets
- Various Diagram Tools

Spoken Languages:
- Swedish (Native)
- English (Fluent)
- Japanese (Basics)