

# Fabian Fröding - Game Programmer & Software Engineer

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## Basic Information

Date of Birth: 1992-03-17

Nationality: Swedish

Drivers License: Swedish B

E-Mail: [Fabian.Froding@Gmail.com](mailto:Fabian.Froding@Gmail.com)

Portfolio: [FabianFroding.Github.io](https://github.com/FabianFroding)

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## 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, including network programming, creating gameplay systems and integrating third-party tools such as amazon web services.

**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 for a data visualization tool for a major european aerospace manufacturer.

**Smoofit: Software Developer**

**Sep 2020 - Jun 2021**

- Software development with C, Javascript, HTML, CSS for embedded system-devices such as a barcode scanner and a smart home app.

**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.
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## Education

**Bachelor's degree in Software Engineering & Management**

**2017-2020**

(Chalmers University & University of Gothenburg)

|                                |                             |                              |   |   |
|--------------------------------|-----------------------------|------------------------------|---|---|
| Software Architecture & Design | Agile Development Processes | Algorithms & Data Structures | Statistics & AI Engineering<br>(Elective courses) | Thesis in Data Analysis for Software Architecture |
|--------------------------------|-----------------------------|------------------------------|---|---|

### Standalone University courses:

|   |  |   |
|---|--|---|
| AI for Game Programming 2<br>(Uppsala University, 2023) | AI for Game Programming 1<br>(Uppsala University, 2022)  | Fundamentals of C++<br>(University of Skövde, 2022)   |
| Game Design<br>(University of Skövde, 2021)             | Game Programming in Unity<br>(Linnaeus University, 2020) | Fundamentals of Python<br>(Chalmers University, 2020) |

### Other education:

**Shibuya Gaigo Gakuin:** Japanese language courses. Tokyo, Japan. **2014**  
**Qufu Shaolin Kung Fu School:** Martial arts education. Qufu, China **2013**  
**IT-Gymnasiet:** High school education in information technology. **2008-2011**

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## 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

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### Spoken Languages:

- Swedish (Native)
- English (Fluent)
- Japanese (Basics)