

# 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: Programming Intern

Apr 2022 - Dec 2022

- Programming in Unreal Engine 4 & 5 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 in JavaScript, Vue, Plotly, HTML, CSS.

### Smoofit: Software Developer

Sep 2020 - Jun 2021

- Software development in 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.
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## Education

2021 - 2023

- University of Skövde  
*Master's degree in Game Development*

2014

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

2017 - 2020

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

2013

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

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## Course Highlights

### Bachelor's degree:

Software Architecture & Design	Agile Development Processes	Algorithms & Data Structures	Statistics & AI Engineering <i>(Elective courses)</i>	Thesis in Software Architecture
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### Master's degree:

Playtesting & UX for Games	Software Engineering in Game Development	Statistics for Game Research	C++ & AI Programming for Games <i>(Elective courses)</i>	Thesis in Game Analytics
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### Standalone courses:

Python Fundamentals <i>(Chalmers University, 2020)</i>
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## Skillset

### Programming:

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

### Game Engines:

- Unity
- Unreal Engine

### Tools:

- Github, Gitlab & Git Bash
- Perforce
- Plastic SCM
- Jira, Trello
- Confluence
- Microsoft Excel & Word
- Google Docs & Sheets
- Various Diagram Tools

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### Spoken Languages:

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

### Soft Skills

- I am a very productive person
- My desk is always tidy and organized
- Too much communication is better than too little
- I have a good posture