Fabian Fröding

Game Programmer & Software Engineer

Basic Information

Date of Birth: 1992-03-17 Nationality: Swedish Drivers License: Swedish B E-Mail: <u>Fabian.Froding@Gmail.com</u> Portfolio: <u>FabianFroding.Github.io</u>

Education

2021 - Present

University of Skövde
 MSc - Game Development

2020

- Chalmers University of Technology Introductory Python course
- Linnaeus University
 Game Programming course

2017 - 2020

 University of Gothenburg BSc - Software Engineering and Management

Skillset

Programming:

- C#, C++
- Unreal Engine Blueprints
- JavaScript
- Python
- HTML, CSS

Engines:

- Unity
- Unreal Engine

Spoken Languages:

- Swedish (Native)
- English (Fluent)

Tools:

- Github, Gitlab & Git Bash
- Plastic SCM
- Perforce
- Microsoft Excel & Word
- Google Docs & Sheets
- Jira, Trello
- Confluence
- Various Diagram Tools
- Norwegian (Intermediate)
- Japanese (Basics)

Work Experience

2022-Present DoubleMoose Games: Game Programming Intern

• Game programming in Unreal Engine 4 with C++ and blueprints.

2021-2022 Evoma: Software Engineer

- Software development in JavaScript, Vue, Plotly, HTML, CSS.
- Refactoring code architecture.

2021 Warcry Interactive: Games User Experience Consultant

- Conducting playtesting sessions.
- Data analysis & visualization.

2020-2021 Smoofit: Software Developer

- Software Development in C, HTML, CSS, JavaScript.
- Management of CMS.

2019-2020 Chalmers Studentbostäder: Customer service

- Served customers/tenants.
- Handled various administrative tasks.

2017 Nyboskolan Tibro: Substitute teacher

• Substitute teacher primarily in mathematics and gymnastics for an elementary school.

2015-2018 Tibro Kyrkogård: Caretaker/Gardener

• Gardening, lawn mowing and various other tasks required at the facility.

2012 Tidningstjänst AB: Mailman

• Delivered newsletters between 3am-6am.

2010-2014 Duvslaget: Caretaker/Painter

• Renovated and painted houses, gardening.