Fabian Fröding - Game Programmer & Software Engineer

Date of Birth: 1992-03-17

Nationality: Swedish

Drivers License: Swedish B

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Portfolio: FabianFroding.Github.io

Work Experience

DoubleMoose Games: Software Engineer — **2.5 Years**

C++ Programming in Unreal Engine, including UI programming, network programming, creating gameplay systems and integrating third-party services such as Amazon Web Services and Azure Playfab.

Warcry Interactive: QA Consultant — **4 Months**

Playtesting, data analysis and data visualization.

Evoma: Software Engineer — **1 Year**

Software development with JavaScript, Vue, Plotly, HTML, CSS for a data visualization tool for a major european aerospace manufacturer.

Smoofit: Software Developer — **1 Year**

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 — **1 Year**

Served customers/tenants and handled administrative tasks.

Nyboskolan Tibro: Substitute teacher — **5 Months**

Taught mathematics and gymnastics for elementary school students.

Education

B.Sc. Software Engineering & Management: University of Gothenburg.
AI for Game Programming: Uppsala University, 15 ECTS
Shibuya Gaigo Gakuin: Japanese language courses. Tokyo, Japan.
Qufu Shaolin Kung Fu School: Martials arts education. Qufu, China.

Professional Skills

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

Game Engines:
- Unreal Engine, Unity

Tools:
- Perforce, Plastic SCM
- Github, Gitlab & Git Bash
- AWS (Amazon Web Services)
- Azure Playfab
- Jira, Trello

Spoken Languages

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