

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.
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Education

Chalmers University & University of Gothenburg:

2017-2020

Bachelor's degree in Software Engineering & Management. GPA: 3.52.

Course Summary:

Software Architecture & Design	Agile Development Processes	Algorithms & Data Structures	Statistics & AI Engineering (Elective courses)	Thesis in Data Analysis for Software Architecture
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Standalone University courses:

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

Axevalla Folkhögskola: Courses in psychology and philosophy.	2015-2016
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

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)