

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

2022-Present DoubleMoose Games: Game Programming Intern

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

2021-2022 Evoma: Software Engineer

- Software development and refactoring in JavaScript, Vue, Plotly, HTML, CSS.

2021 Warcry Interactive: Quality Assurance Consultant

- Conducted playtesting sessions, data analysis and data visualization.

2020-2021 Smooft: Software Developer

- Software development in C, HTML, CSS, JavaScript, and Wordpress.

2019-2020 Chalmers Studentbostäder: Customer service

- Served customers/tenants and handled various administrative tasks.

2017 Nyboskolan Tibro: Substitute teacher

- Substitute teacher mainly in mathematics and gymnastics for elementary school students.
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Education

2021 - Present

- University of Skövde
Master's degree in Game Development

2017 - 2020

- University of Gothenburg
Bachelor's degree in Software Engineering and Management
GPA: 3.52

2014

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

2013

- Qufu Shaolin Kung Fu School - Martial arts education. Qufu, China.

2008 - 2011

- IT-Gymnasiet in Skövde - High School.

Course Highlights

Bachelor's in Software Engineering and Management:

Software Architecture & Design	Software Development Processes	Algorithms & Data Structures	Statistics (<i>Elective courses</i>)	Software Engineering for AI Systems (<i>Elective course</i>)
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Master's in Game Development:

User Experience for Games	Software Engineering in Game Development	Statistical Analysis for Game Research	AI for Game Programming (<i>Elective courses</i>)	Fundamentals of C++ (<i>Elective course</i>)
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Standalone Courses:

2D Animation (<i>Uppsala University, 2022</i>)	Game Programming (<i>Linnaeus University, 2020</i>)	Fundamentals of Python (<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

Spoken Languages:

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

Soft Skills

- I am a very productive person
- Talking with colleagues gives me energy
- I believe communication is essential
- My desk is always tidy and organized
- I have an amazing posture ;)