Fabian Fröding

Game Developer & 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

Education

2021 - Present

• University of Skövde Master of Science - Game Development Specializing in Data Analysis

2020

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

2017 - 2020

• University of Gothenburg Bachelor of Science - Software **Engineering and Management** Specialization in Software Architecture

Skillset

Programming:

- C#
- C++
- JavaScript
- Python
- Java
- HTML
- CSS

Engines:

• Unity

- **Spoken Languages:** • Swedish (Native)
 - English (Fluent)

Tools:

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

Misc:

- Data Analysis & Statistics
- Software Architecture
- Norwegian (Intermediate)
- Japanese (Basics)

Work Experience

2021-2022 **Evoma: Software Engineer**

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

2021 Warcry Interactive: 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.