

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](https://github.com/FabianFroding)

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 maintained CMS.

2019-2020 Chalmers Studentbostäder: Customer service

- Served customers/tenants and handled various administrative tasks.

2017 Nyborskolan Tibro: Substitute teacher

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

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.

Education

2021 - Present

- University of Skövde
MSc - Game Development

2017 - 2020

- University of Gothenburg
BSc - Software Engineering and Management

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.
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Courses

Software Engineering and Management BSc:

Object-Oriented Programming	Mathematical Foundations for Software Engineering	Data Structures and Algorithms	Software Analysis and Design	Fundamentals of Software Architecture	Development of Embedded and Real-Time Systems	Software Quality and Testing
Mini Project: Team Programming	Mini Project: Systems Development	Mini Project: Distributed Systems Development	Cyber Physical Systems and Systems of Systems	Data Management	Requirements and User Experience	Web and Mobile Development
Software Development Methodologies	Software Engineering for AI Systems	Statistics 1	C#.NET	Startups and Industrial Software Product Management	Research Methods for Software Engineering	Bachelor Thesis in Software Engineering and Management

Game Development MSc:

Introduction to C++	Artificial Intelligence for Game Programming 1	Artificial Intelligence for Game Programming 2	Game Design
3D-Modeling and Animation in Open Source Environments	Game Development - Field Studies	Game Development - Research and Development	Experimental Game Evaluation
Games User Experience - Research and Development	Applied Games User Experience	Games User Experience - Advanced Topics	Master Degree Project in Informatics

Standalone Courses:

Introduction to Game Programming	Introduction to Python	Expression with 2D Animation 1
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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 ;)