Fabian Fröding - Game Programmer & Software Engineer

Basic Information

Date of Birth: 1992-03-17   E-Mail: Fabian.Froding@Gmail.com
Nationality: Swedish   Portfolio: FabianFroding.Github.io
Drivers License: Swedish B

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
- Conducting playtesting sessions, data analysis and data visualization.

2020-2021   Smoofit: Software Developer
- Software Development in C, HTML, CSS, JavaScript, and maintaining CMS.

2019-2020   Chalmers Studentbostäder: Customer service
- Served customers/tenants and 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.

Education

2021 - Present
- University of Skövde
  MSc - Game Development

2020
- Chalmers University of Technology
  Introduction to Python
- Linnaeus University
  Game Programming

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 - Martials
  arts education. Qufu, China.

2008 - 2011
- IT Gymnasiet - High School. Skövde.

Courses

Software Engineering and Management BSc:

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

Game Development MSc:

Fundamentals of C++	Artificial Intelligence for Game Programming 1	Artificial Intelligence for Game Programming 2	Game Development - Field Studies
Game Design	Game Development - Research and Development	Experimental Game Evaluation	Expression with 2D Animation
Games User Experience - Research and Development	Applied Games User Experience	Games User Experience - Advanced Topics	Master Degree Project in Informatics

Standalone Courses:

Introduction to Python	Game Programming

Skillset

Programming:
- C#, C++
- Unreal Engine Blueprints
- JavaScript
- Python
- HTML, CSS

Engines:
- Unity
- Unreal Engine

Tools:
- Github, Gitlab & Git Bash
- Perforce
- Plastic SCM
- Jira, Trello
- Confluence
- Microsoft Excel & Word
- 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 ;)