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   Smoofit: 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   Nyboskolan 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
  Master's degree in Game Development
  (Specialization in Artificial Intelligence for Games)

2017 - 2020
- University of Gothenburg
  Bachelor's degree in Software Engineering and Management
  (Specialization in Software Architecture)

2014
- Shibuya Gaigo Gakuin - Japanese language courses. Tokyo, Japan.

2013
- Qufu Shaolin Kung Fu School - Martials arts education. Qufu, China.

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

Courses

Bachelor's in Software Engineering and Management:

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 *(Elective course)*	Statistics 1 *(Elective course)*	C#.NET *(Elective course)*	Startups and Industrial Software Product Management	Research Methods for Software Engineering	Bachelor Thesis in Software Engineering and Management

Master's in Game Development:

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

Standalone Courses:

Introduction to Game Programming *(Linnaeus University, 2020)*	Introduction to Python *(Chalmers University of Technology, 2020)*	Expression with 2D Animation 1 *(Uppsala University, 2022)*

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 ;)