

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 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
MSc - Game Development
(Specialization in Artificial Intelligence for Games)

2017 - 2020

- University of Gothenburg
BSc - Software Engineering and Management
(Specialization in Software Architecture)

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.

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

Game Development MSc:

Introduction to C++ (Eligible course)	Artificial Intelligence for Game Programming 1 (Eligible course)	Artificial Intelligence for Game Programming 2 (Eligible course)	3D-Modeling and Animation in Open Source Environments (Eligible 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)
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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 ;)