

# Fabian Fröding - Game Programmer & Software Engineer

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## Basic Information

Date of Birth: 1992-03-17

Nationality: Swedish

Drivers License: Swedish B

E-Mail: [Fabian.Froding@Gmail.com](mailto:Fabian.Froding@Gmail.com)

Portfolio: [FabianFroding.Github.io](https://FabianFroding.Github.io)

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## Work Experience

**DoubleMoose Games: Software Engineer**

**Jan 2023 - Present**

**DoubleMoose Games: Game Programming Intern**

**Apr 2022 - Dec 2022**

- Programming in Unreal Engine with C++ and blueprints.

**Warcry Interactive: QA Consultant**

**Sep 2021 - Dec 2021**

- Playtesting, data analysis and data visualization.

**Evoma: Software Engineer**

**Mar 2021 - Dec 2021**

- Software development with JavaScript, Vue, Plotly, HTML, CSS.

**Smoofit: Software Developer**

**Sep 2020 - Jun 2021**

- Software development with C, Javascript, HTML, CSS.

**Chalmers Studentbostäder: Customer service**

**Jun 2019 - May 2020**

- Served customers/tenants and handled administrative tasks.

**Nyboskolan Tibro: Substitute teacher**

**Jan 2017 - May 2017**

- Taught mathematics and gymnastics for elementary school students.
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## Education

**Chalmers University & University of Gothenburg:**

**2017-2020**

Bachelor's degree in Software Engineering & Management. GPA: 3.52.

Course Summary:

Software Architecture & Design	Agile Development Processes	Algorithms & Data Structures	Statistics & AI Engineering (Elective courses)	Thesis in Software Architecture
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### Standalone University courses:

AI for Game Programming 2 (Uppsala University, 2023)	AI for Game Programming 1 (Uppsala University, 2022)	Fundamentals of C++ (University of Skövde, 2022)
Game Design (University of Skövde, 2021)	Game Programming in Unity (Linnaeus University, 2020)	Fundamentals of Python (Chalmers University, 2020)

<b>Axevalla Folkhögskola:</b> Courses in Psychology and Philosophy.	<b>2015-2016</b>
<b>Shibuya Gaigo Gakuin:</b> Japanese language courses. Tokyo, Japan.	<b>2014</b>
<b>Qufu Shaolin Kung Fu School:</b> Martial arts education. Qufu, China	<b>2013</b>
<b>IT-Gymnasiet:</b> High school education in Information technology.	<b>2008-2011</b>

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## Skillset

### Programming:

- C++
- C#
- Unreal Engine Blueprints
- JavaScript (*Vue, Plotly*)
- HTML, CSS
- Python
- Java

### Game Engines:

- Unreal Engine
- Unity

### Tools:

- Amazon Web Services
  - Github, Gitlab & Git Bash
  - Perforce
  - Plastic SCM
  - Jira, Trello
  - Confluence
  - Microsoft Excel & Google Sheets
  - Various Diagram Tools
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## Spoken Languages:

- Swedish (Native)
- English (Fluent)
- Japanese (Basics)