

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

- Conducting playtesting sessions, data analysis and data visualization.

2020-2021 Smooft: 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 - Martial
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 Design
Agile and Lean Development of Software Intensive Products	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 Python	Game Programming
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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 ;)