**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](mailto:fabian.froding@gmail.com)

Portfolio: [FabianFroding.Github.io](https://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 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 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 |
| --- | --- |

**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 ;)