**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**

* Conducted playtesting sessions, data analysis and data visualization.

**2020-2021 Smoofit: Software Developer**

* Software development in C, HTML, CSS, JavaScript, and Wordpress.

**2019-2020 Chalmers Studentbostäder: Customer service**

* Served customers/tenants and handled various administrative tasks.

**2017 Nyboskolan Tibro: Substitute teacher**

* Substitute teacher mainly in mathematics and gymnastics for elementary school students.

**Education**

**2021 - Present**

* University of Skövde  
  Master’s degree in Game Development

**2017 - 2020**

* University of Gothenburg  
  Bachelor’s degree in Software Engineering and Management**GPA: 3.52**

**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.

**Course Highlights**

**Bachelor’s in Software Engineering and Management:**

| Software Architecture & Design | Software Development Processes | Algorithms & Data Structures | Statistics *(Elective courses)* | Software Engineering for AI Systems *(Elective course)* |
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**Master’s in Game Development:**

| User Experience for Games | Software Engineering in Game Development | Statistical Analysis for Game Research | AI for Game Programming *(Elective courses)* | Fundamentals of C++ *(Elective course)* |
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**Standalone Courses:**

| 2D Animation  *(Uppsala University, 2022)* | Game Programming *(Linnaeus University, 2020)* | Fundamentals of Python *(Chalmers University, 2020)* |
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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 ;)