**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**

**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.

**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:**

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

**Shibuya Gaigo Gakuin**: Japanese language courses. Tokyo, Japan.  **2014**

**Qufu Shaolin Kung Fu School**: Martials arts education. Qufu, China  **2013**

**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

**Spoken Languages:**

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