**Fabian Fröding - Game Programmer & Software Engineer**

Date of Birth: 1992-03-17

Nationality: Swedish

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

**Work Experience**

**DoubleMoose Games: Software Engineer 2.5 Years**

C++ Programming in Unreal Engine, including UI programming, network  
programming, creating gameplay systems and integrating third-party services  
such as Amazon Web Services and Azure Playfab.

**Warcry Interactive: QA Consultant 4 Months**

Playtesting, data analysis and data visualization.

**Evoma: Software Engineer 1 Year**

Software development with JavaScript, Vue, Plotly, HTML, CSS  
for a data visualization tool for a major european aerospace   
manufacturer.

**Smoofit: Software Developer 1 Year**

Software development with C, Javascript, HTML, CSS for embedded  
system-devices such as a barcode scanner and a smart home app.

**Chalmers Studentbostäder: Customer service 1 Year**

Served customers/tenants and handled administrative tasks.

**Nyboskolan Tibro: Substitute teacher 5 Months**

Taught mathematics and gymnastics for elementary school students.

**Education**

**B.Sc. Software Engineering & Management**: University of Gothenburg.

**AI for Game Programming**: Uppsala University, 15 ECTS

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

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

**Professional Skills**

**Programming:**

* C++, C#
* HTML, CSS
* JavaScript *(Vue, Plotly)*
* Java, Python

**Game Engines:**

* Unreal Engine, Unity

**Tools:**

* Perforce, Plastic SCM
* Github, Gitlab & Git Bash
* AWS (Amazon Web Services)
* Azure Playfab
* Jira, Trello

**Spoken Languages**

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