**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**

**2021 - 2023**

* University of Skövde  
  *Master’s degree in Game Development*

**2017 - 2020**

* University of Gothenburg &   
  Chalmers University  
  *Bachelor’s degree in Software Engineering***GPA: 3.52**

**2014**

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

**2013**

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

**Course Highlights**

**Bachelor’s degree:**

| Software Architecture & Design | Agile Development Processes | Algorithms & Data Structures | Statistics & AI Engineering *(Elective courses)* | Thesis in Software Architecture |
| --- | --- | --- | --- | --- |

**Master’s degree:**

| Playtesting & UX for Games | Software Engineering in Game Development | Statistical Analysis for Game Research | C++ & AI Programming for Games *(Elective courses)* | Thesis in Data Analysis for Video Game Bugs |
| --- | --- | --- | --- | --- |

**Standalone courses:**

| Python Fundamentals *(Chalmers University, 2020)* | Functional Programming *(University of Skövde, 2020)* |
| --- | --- |

**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)