**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: Programming Intern Apr 2022 - Dec 2022**

* Programming in Unreal Engine 4 & 5 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 in JavaScript, Vue, Plotly, HTML, CSS.

**Smoofit: Software Developer Sep 2020 - Jun 2021**

* Software development in 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  
  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 - High School diploma in informatics. Skövde, Sweden.

**Course Highlights**

**Bachelor’s degree:**

| Software Architecture & Design | Agile Development Processes | Algorithms & Data Structures | Statistics & AI Engineering *(Elective courses)* | Thesis in Software Architecture |
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**Master’s degree:**

| Playtesting & UX for Games | Software Engineering in Game Development | Statistics for Game Research | C++ & AI Programming for Games *(Elective courses)* | Thesis in Data-Driven Playtesting |
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**Standalone courses:**

| Python Fundamentals *(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 gain energy from being productive
* My desk is always tidy and organized
* I believe communication is essential
* I have an amazing posture ;)