NIKLAS GRANSKOG

Programmer

Futuregames was an education that specialized in teaching students about the gaming industry. As for the programmer course, the focus was on C# & Unity with some courses in C++ & Unreal Engine 4.

I would describe myself as a person that wants to not only improve my skills, but use those skills to the best of my ability.

Work Experience

Gamucatex   2023-01-09 - 2023-06-09
Internship, Programmer C#, Unity
- Custom Console (Replacement for Unity's Console)
- In game command console

Landell Games AB   2022-06-20 - 2023-02-06
Internship, Programmer C#, Unity
- Photon Networking
- Gameplay
- Damage System

Education

Rekt Games   2020
Internship, Gameplay Programmer C#, Unity
- Refactor similar gameplay elements with inheritance & polymorphism.
- Random AI movement for objects in the game scene.
- Simple UI transition between scenes.

Futuregames University   2018 - 2021
Gameplay programmer C#/C++
- Programmer for game projects in Unity and Unreal Engine 4.

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- Kojvikshöjden 3, Dalarö
- Github
- Linkedin

About me

I have a strong passion for game development, programming & games.

Skills

Programming Languages

C#	███████████░
C++	████░░░░░
Java	███████░░

Game Engines

Unity	██████████░
UE4	████░░░░

Languages

Swedish, native

English

Source Tree	Perforce
Github Desktop	Plastic SCM