



# FABIAN RANDAU

## GAME PROGRAMMER

### ABOUT ME

Passionate about creating user-friendly and robust tools, as well as enhancing the quality and variety of animations, I believe that clear communication and collaboration are essential to success in any project.

### CONTACT

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 Kävlinge, Sweden

### Hobbies:

- Dog training
- Making Ice cream
- Reading
- Playing Games

### EDUCATION

#### The Game Assembly

Game Programming, 2021 - present

- Developed our own game engine from scratch.
- Agile & Scrum development
- Courses in Design patterns, Linear algebra, tools and more.
- 8 Group game projects.

#### LBS

Engineering Game Development, 2018 - 2021

- Game development in Unity and C#
- Course in C++
- Math 1c, 2c, 3c, 4c, 5, specialization

### SKILLS

- C++
- ImGui
- Perforce
- Scrum
- Visual studio
- C#
- HLSL
- DX11
- Unity