

EMIL MOQVIST NYGREN

GENERALIST GAME PROGRAMMER

ABOUT ME

I have a burning passion for games, both making and playing them. As a generalist, I'm always seeking new ways to collaborate and grow. I am looking for a work environment that provides me with opportunities to learn, improve, and explore new ideas. I'm currently looking for employment as a gameplay programmer.

CONTACT INFORMATION

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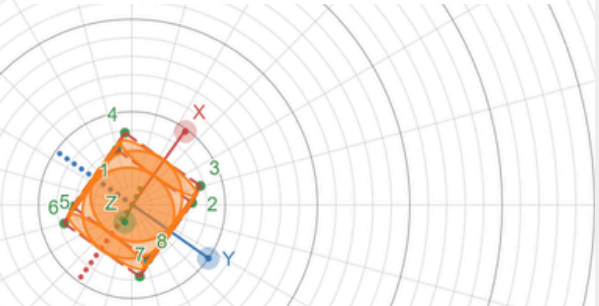
Portfolio www.emilmn.com

Itch beepboopcereal.itch.io

References upon request.

LANGUAGES

Swedish - Native Speaker
English - Fluent



EXPERIENCE

Work Experience

COSY SHARKS (2025-2026)

Cosy Sharks is a game development cooperative I've helped make, focused on contract work but is also developing it's own indie game.

- Unnannounced Project
  - Narrative focused adventure and management game.
  - In-house project built using the Godot engine.
  - I have contributed gameplay programming and external tools implementation.

EAT CREATE SLEEP (2022-2025)

During my time at Eat Create Sleep I worked on three projects, which included a lot of contract work for other companies.

- Stellaris
  - Contracted under Paradox Entertainment for downloadable content.
  - Built using the Clausewitz engine for desktop, coded in both script and C++.
  - I contributed to gameplay implementation and content design for origins in the biogenisis dlc.
- Intraction
  - 3d team-building multiplayer co-op game.
  - Built using Unity for WebGL
  - I contributed to gameplay, Google Firebase integration, took responsibility for the network implementation with Photon Fusion 2.
- Among Ripples: Shallow Waters
  - 3d simulation management game.
  - Built using Unity for desktop.
  - I contributed with Behaviour tree editors, terrain mesh generation and more.

Education

THE GAME ASSEMBLY - GAME PROGRAMMING TRADE ENGINEER - COMPLETED
KUNGLIGA TEKNISKA HÖGSKOLAN (KTH) - PRE-ENGINEERING - COMPLETED
NTI - GYMNASIAL MEDIA AND INFORMATION TECHNICIAN - COMPLETED

SKILLS

Programming Lanuages

- C# | Extensive professional experience, formal education, multiple game jams and hobby projects
- C++ | Some professional experience, extensive formal education, hobby projects
- HLSL 5.0 | extensive formal education, hobby projects
- GDScript | professional experience, hobby projects and game jams

Tools and Interfaces

- DirectX 11 for C++
- P4V Helix
- Git
- Unity
- Unreal Engine
- Clausewitz
- Godot

Achievements

- Brackey's Game Jam 2025.1: 10th place (out of 2140 qualifying entries)
- Ludum Dare 53: 60th place (out of 1719 qualifying entries)
- GMTK Game Jam 2023: 93rd in Creativity (out of 6738 qualifying entries)