



# 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 junior programmer.

## CONTACT INFORMATION

📍 Kästadalsvägen 38,  
Huddinge  
141 59, Stockholm,  
Sweden

✉️ [emil0131@gmail.com](mailto:emil0131@gmail.com)

☎️ +46 073-503 56 36

🌐 [www.linkedin.com/in/Emil-Moqvist-Nygren](http://www.linkedin.com/in/Emil-Moqvist-Nygren)

★ Portfolio [www.emilmn.com](http://www.emilmn.com)

🎮 Itch [beepboopcereal.itch.io](https://beepboopcereal.itch.io)

## LANGUAGES

Swedish - Native Speaker  
English - Fluent

## EXPERIENCE

### Eat Creat Sleep - Game Programmer

APRIL 2023 - MARCH 2024  
FULLY EMPLOYED

During my time at Eat Create Sleep I worked on two projects, Among Ripples: Shallow Waters, an in-house project that I joined in the development process off and an unannounced project from start to finish.

- Among Ripples: Shallow Waters
  - 3d simulation management game.
  - Built using Unity.
  - I contributed to:
    - A custom node based behaviour tree editor.
    - Terrain mesh generation from simulation data.
    - Various tools for a custom level editor.
- Unannounced Projects
  - 3d team-building multiplayer co-op game.
  - Built using Unity for the WebGL platform.
  - I contributed to gameplay, Google Firebase integration and more.

### Eat Creat Sleep - Programmer Internship

AUGUST 2022 - APRIL 2023 | 30 WEEKS

An internship as part of my education at The Game Assembly, where I worked on Among Ripples: Shallow Waters, built in Unity.

### The Game Assembly - Game Programming

SEPTEMBER 2020 - APRIL 2023 | 2,5 YEARS (110 WEEKS FULL TIME)  
HIGHER VOCATIONAL EDUCATION

The Game Programming education teaches in depth C++ knowledge aimed towards game development. The course is mostly practical which means that most code written is applied to 8 game projects that are made over 2 years of the education.

## SKILLS

### Programming Languages

- C# | 2 years professional experience through Unity, 2 group projects during education (80 hours each), multiple game jam games.
- C++ | 6 group projects during education (140 - 320 hours each), many individual assignments, multiple smaller hobby projects
- HLSL 5.0 | 2 group projects during education (280 - 320 hours each), some individual assignments

### Tools and Interfaces

- DirectX 11 for C++ | 2 group projects during education (280 - 320 hours each), some individual assignments, including custom engine
- P4V | 4 group projects during education (160 - 320 hours each)
- Git (using Git-Fork) | 2 years of professional experience, 4 group projects during education (80-160 hours each), various individual assignments, multiple game jam games.
- Unity | 2 years professional experience, over two different projects, 2 group projects for education (80 hours each), multiple hobby projects, multiple game jams.
- Unreal Engine | 1 group project during education (320 hours), multiple smaller hobby projects