



# 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

 Lagkärslvägen, 23  
Huddinge  
141 59, Stockholm,  
Sweden

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

 +46 073-503 56 36

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

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

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

References upon request.

## LANGUAGES

Swedish - Native Speaker  
English - Fluent

## EXPERIENCE

### Eat Create Sleep - Game Programmer

APRIL 2023 - DECEMBER 2024  
FULLY EMPLOYED

During my time at Eat Create Sleep I worked on three projects. Most recently the studio contracted for Paradox Entertainment to work on future content for Stellaris.

- Stellaris
  - Contracted under Paradox Entertainment for downloadable content.
  - Built using the Clausewitz engine for desktop.
  - I contributed to gameplay implementation and design.
- Intraction
  - 3d team-building multiplayer co-op game.
  - Built using Unity for WebGL
  - I contributed to gameplay, Google Firebase integration and more.
- Among Ripples: Shallow Waters
  - 3d simulation management game.
  - Built using Unity for desktop.
  - I contributed with Behaviour tree editors, terrain mesh generation and more.

### Eat Create 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# | 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 | hobby projects and game jams

### Tools and Interfaces

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

### Achievements

- Bracket'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)