



# 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

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 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# | 2.5 years professional experience through Unity, 2 group projects during education (80 hours each), multiple game jam games.
- C++ | Some professional experience, 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 | 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