

Johan Yngman

Senior Software Engineer

CONTACT

[johan.yngman\[at\]gmail.com](mailto:johan.yngman[at]gmail.com)

+46730391078

johanyngman.com

Stockholm, Sweden

linkedin.com/in/johan-yngman

github.com/realbogart



EDUCATION

The Institute of Technology at Linköping University

Aug. 2008 – Mar. 2014

Master of Science in Computer Science
and Engineering

SKILLS

Programming

C/C++, CMake, C#, Python, Haskell, Nix,
HTML/CSS

Development Tools

Git, GitLab, GitHub, Conan, Artifactory,
Kubernetes, Docker, Terraform, Claude
Code, Ansible, Visual Studio, SVN

General

Cross-Platform Development (Windows,
Linux, macOS), Technical Leadership,
CI/CD, Automation, Dependency
Management, Infrastructure as Code

HOBBIES

Long distance running, music
production, guitar, analogue synths,
functional programming

LANGUAGES

Full proficiency in **English** and **Swedish**,
both written and spoken

Basic understanding of **German**

Know at least 8 words of **Hungarian**

ABOUT ME

Passionate programmer who enjoys improving the developer experience through tools and automation, whether it's optimizing build processes, enhancing CI/CD pipelines, or creating easy-to-use APIs.

In my spare time I hang out with my family, code in Haskell and Nix, develop sound plugins, make music and go for runs.

Founder and CEO of [Sonic Stride AB](#).

WORK EXPERIENCE

Mojang AB

Stockholm, Sweden

Build Engineer (Freelance Consultant)

Nov. 2024 - Present

- **Build Processes:** Optimizing build processes to improve efficiency, stability and reduce build times
- **Pipeline Maintenance:** Working with Azure DevOps to enhance CI/CD pipelines and deployment workflows
- **Localization:** Improved localization automation processes using C++ to streamline translation workflows

Paradox Interactive AB

Stockholm, Sweden

Build Engineer / Engine Programmer

Mar. 2021 - Aug. 2024

- **Package Management:** Engineering package management solution by transitioning the dependency system to Conan
- **Build Infrastructure:** Managing maintenance and enhancement of build system infrastructure on Azure
- **CI/CD System:** Maintaining Kubernetes clusters and self-hosted instances of GitLab and Artifactory
- **CMake Maintenance:** Managing third-party dependency logic for the Clausewitz Engine

Tools Tech Lead

Sep. 2019 - Mar. 2021

- **Lead a team of Tools Programmers:** Responsible for technical vision, project planning, and mentoring. Oversaw the development of programming and technical strategies

Tools Programmer

Apr. 2014 - Sep. 2019

- **Clausewitz Engine:** Game engine used by popular games like Stellaris, Crusader Kings III, Hearts of Iron IV and Europa Universalis IV. Maintained systems for graphics, GUI, particle effects, localization and network
- **Tools Foundation:** Created framework for GUI tools development in the Clausewitz Engine
- **Node Editor:** Designed a node based visual programming editor
- **Map Editor:** Built an editor enabling Content Designers to design map based Grand Strategy Games
- **Artist/Content Pipeline:** Enhanced asset pipeline tools used by 3D/2D Artists, Sound Designers, UX Designers and Content Designers