

# Johan Yngman

## Senior Software Engineer

### CONTACT

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### 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, WebAssembly

#### Development Tools

Git, GitLab, Conan, Artifactory,  
Kubernetes, Docker, Terraform, Ansible,  
Visual Studio, Jira, 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

I grew up in Blomstermåla, Sweden and Studied Computer Science at [Linköping University](#). For the past ten years I've lived in Stockholm and worked at [Paradox Interactive AB](#) as a C/C++ Programmer, Tech Lead and Build Engineer.

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

### WORK EXPERIENCE

#### Paradox Interactive AB

Stockholm, Sweden

#### Build Engineer / Engine Programmer

Mar. 2021 - Present

- **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