



# EMMA WIGUR

GAME PROGRAMMER

## CONTACTS



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## ABOUT ME



Fueled by creativity and a constant drive to evolve in my craft. I thrive when collaborating with likeminded, creative individuals who value the exchange of skills and perspectives.

## SKILLS



Unity  
C#  
Visual Studio  
GitHub  
Photoshop

## LINKS



Portfolio  
<https://github.com/ewigur/Emma-Wigur---Portfolio/blob/main/README.md>

Linkedin  
<https://www.linkedin.com/in/emma-wigur-103711219/>

Itch  
<https://ewigur.itch.io/>

## PERSONAL DETAILS



Date of birth  
23 Jul 1993

## EDUCATION



### YRGO, GAME CREATOR PROGRAMMER

aug 2024 - present | Göteborg

### GAME DEVELOPMENT, AXEVALLA FOLKHÖGSKOLA

aug 2023 - jun 2024 | Skara

### GAME DEVELOPMENT IN 3D ENVIRONMENTS, HÖGSKOLAN I VÄST

Nov 2021 - Jan 2022 | Remote

### 3D MODELING & CHARACTER ANIMATION, BLEKINGE TEKNISKA HÖGSKOLA

Feb 2021 - Jun 2021 | Remote

### STUDIES ON FILM, STOCKHOLM UNIVERSITY

Aug 2020 - jan 2021 | Stockholm

## WORK EXPERIENCE



MAR 2025

### MENTOR AT SPEL EVOLUTION

PRESENT

Axevalla Folkhögskola | Skara

JAN 2022

### ASSEMBLER

MAY 2023

Cejn AB | Skövde

JUN 2016

### DECKHAND, ENGINEER

AUG 2021

Blidösbolaget, Transdev | Stockholm