Jesse Emmoth

Programmer /Sound designer

Hi! I'm a programmer graduating from The Game Assembly in May 2026. Right now I'm doing my LIA at ION Game Design where I get hands on experience from developing a game with Unreal Engine.

Before attending TGA I worked in the music business as a jazz musician, composer and music producer where I learned a lot about group dynamics, time management and team work which I've found is also valuable in the software development industry.

During my time at TGA I've tried to touch on all roles as a programmer including audio, graphics and gameplay. My responsibilities have spanned areas from core rendering systems to scripted events, although it's the collaborative aspects of the work that really sparks my interest.

My current projects include creating a room emulation editor (RedRum) as well as embedded development where I create my own distorsion pedal.

I have good experience in C++ and C and some knowledge about writing code in C#, Java and Javascript.

In my spare time I like to cook italian foods, play tennis or spend time in my studio with a soldering iron repairing some old recording gear while listening to some nerdy podcast!

Contact

Website
jesseemmoth.se

Phone
+46 739 404 881

Email
jesseemmothmusik@gmail.com

Location
Malmö, Sweden

Education

2015 - 2019
Bachelor degree in Performing Arts - Jazz Piano
Malmö academy of music

2017 - 2018
Independent course - Music producer
Malmö academy of music

2022 - 2026
Game Programmer
The game assembly

Skills

- Programming
  C++, C, C#, Java, Javascript
- Engine design
  Optimizations, Memory, Threading
- HLSL
- Recording audio
- Audio post production
  Editing, mixing, mastering
- Other Software
  Visual studio, UE5, Unity, Photoshop

Languages

Swedish(native)

English(fluent)

Experience

2025-2026
Stockholm, Sweden (remote)
Programming intern - ION Game Design
Includes developing and managing a code base with a digital team utilizing a scrum workflow. This gave me real life experience writing code for game development including creating a custom audio system, implementing game play tasks and working closely with designers and artists through visual scripting.

2015-2026
Malmö, Sweden
Freelance Music Producer, Composer & Musician
Includes studio work as recording engineer, mixing engineer and mastering engineer from my studio Signalverket in Malmö. From this I have experience from large productions in various genres and have gained skills in people handling, time management and client encounters in a professional context.
Check out my website for samples of music I've created for games!

2017 - 2026
Malmö, Sweden
Freelance project manager
Includes working on large musical projects as a manager and as part of a team managing projects along timelines and towards deadlines.
Was part of the team that created the equal gender focused big band *Scandinavian Jazz Orchestra* and through this got to collaborate with Babben Larsson and Kalle Lind as well as some of swedens greatest jazz soloists such as Karin Hammar, Fredrik Lindborg and Isabella Lundgren.
Co-founder of the arts project *Meetings* where I co-produced intimate concerts with guest musicians resulting in videos on youtube.

2018-2021
Lund, Sweden & Ängelholm, Sweden
Music teacher
Teaching at high school music programme in Ängelholm , PSS Musikskola and Mejeriet Musikskola including courses in ensemble, piano, drums, bass, guitar and music production.

References available upon request

Awards

Rookie Awards 2023 - Mobile

Part of the team *Bong Cloud Attack* creating the game *Delichess* where I worked on gameplay and audio features. All sound effects where created in my studio by me.