

Emma Stokki

Game Programmer

Contact

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Languages

Swedish - Native language

English - Fluent

Skills

C++

C#

Visual Studio

Unity

Perforce

HLSL

Agile / Scrum

DX11

Summary

I have over 12 years of experience in logistics, operations, and system management, and I am currently transitioning into game development with a focus on programming.

Education

Sep 2024 – Present

The Game Assembly | Higher vocational education

• Game Programmer

Hands-on program focused on C++ game development, algorithms, and 3D mathematics. Experience working in agile teams, developing a custom game engine, and building multiple collaborative game projects.

Relevant coursework: C++, Data Structures & Algorithms, Linear Algebra (3D), Graphics Programming, AI for Games, Networking.

Work Experience

2011 – Apr 2024

Office • MarkisCity Service AB

- Managed end-to-end order processes, including planning, logistics coordination, and invoicing.
- Worked closely with major clients such as Coca-Cola, Swedish Match, Spendrups, Red Bull, and Monster.
- Coordinated material handling and transport logistics for both small and large-scale operations.
- Acted as system superuser, supporting internal tools and improving workflows.
- Developed strong organizational and problem-solving skills and applied them in a fast-paced environment.

Summer 2009

Order Management / Market Logistics Manager (Summer Position) •

Ericsson AB, Kista

- Responsible for customer contract management within Business Unit Networks.
- Managed customer communication, delivery planning, and order contracts.
- Worked in SAP to handle financial and logistical aspects of customer accounts.
- Gained experience in large-scale enterprise systems and structured processes.