



# Evergreen IT AB

working on Iterum with Emil Hedemalm



# Who am I? Emil Hedemalm

- ☀️ Daytime: Cloud platform engineer
- 🌃 Nighttime: C++ developer and game director
- 🌟 Once a year: teacher for FutureGames

Amateur linguist (中文、日本語, français)

Hobby musician 🎹 🎵



# What is Iterum?

Real-time simulation/strategy/4x game, set in ancient rome era

Focus on realistic simulation, simplified decisions (taxation, sanitation, food rationing, etc)

- Historical campaign
- Custom/random maps
- Multiplayer
- Map editor



# Internship opportunities

- **3d artist** – Environments, characters, world terrain
- **2d artist** – UI, concept art, illustrations
- **Level designer** (narrative, roman theme)
- UX designer
- **Programming** (AI/UI/gameplay/graphics)



# Team

Small company - fully remote

Occasional AWs in Stockholm area

Possibility for occasional co-work

- Emil – director, coder
- Imlisen – level designer
- Freelancers (art, illustrations, music, sfx)
- Interns
- University thesis students



# Team setup

- Discord, Teams meetings
- Azure DevOps Boards for Tickets
- Git, custom engine, C++, declarative UI code
- OneDrive for assets
- Team works daytime
- Email available daytime on request, otherwise asynchronous feedback



# Ceremonies

- Stand-up 9.15
- Pair/mob programming/art/level design sessions 9.30-11.30
- Afternoon fika Teams 14.30
- Friday Demos and Playtesting sessions



Settlements

Sighisoara

Units 1 [Next](#)

Objectives

Survive the given number of years 0 / 10

Recruit two primitive spearmen

Unexplored

You have yet to explore this land, my lord. Send some units here to uncover what is hidden here!

Sighisoara

1035 22 3/0

Peasants

Idle

50 72 0

0

0 BC/46: Sighisoara has begun recruiting Peasants

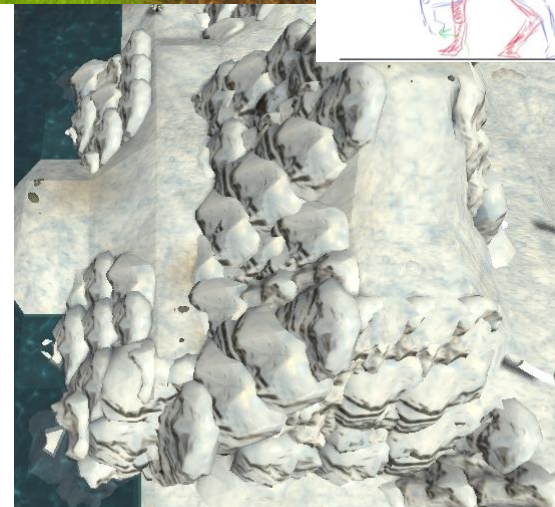
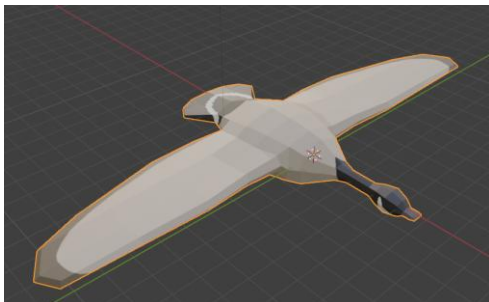
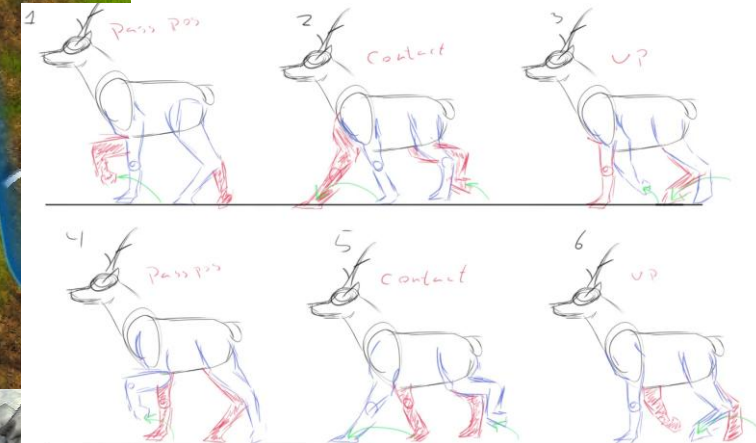
0 BC/49: Peasants were recruited in Sighisoara.

0 BC/56: Your Peasants encountered water!

[View more](#) [Minimize](#)

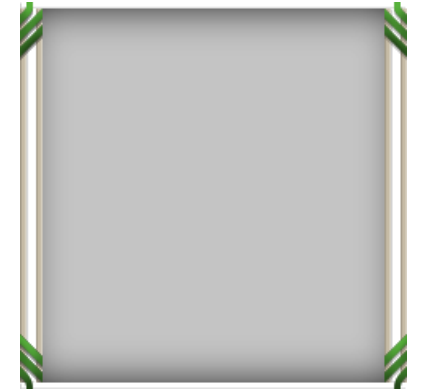
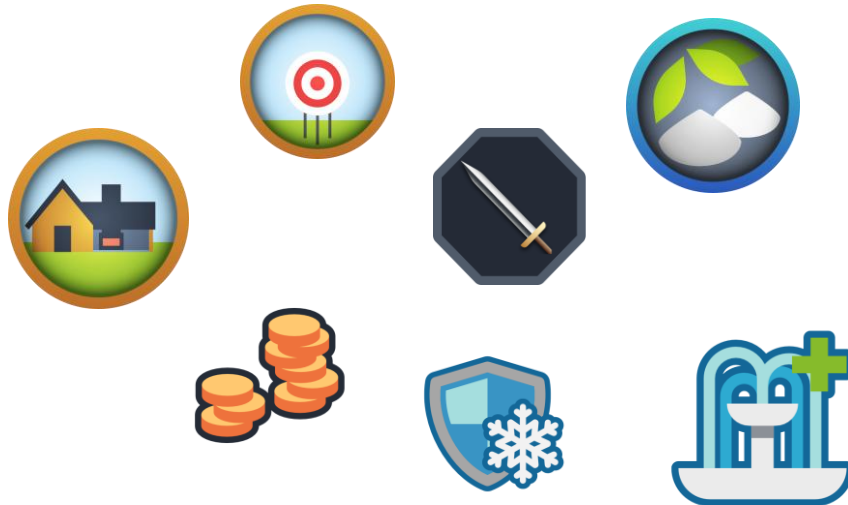
# Iterum – 3D Artist

- World texture
- Units
- Animals
- Cliffs/Mountains
- Trees
- Buildings



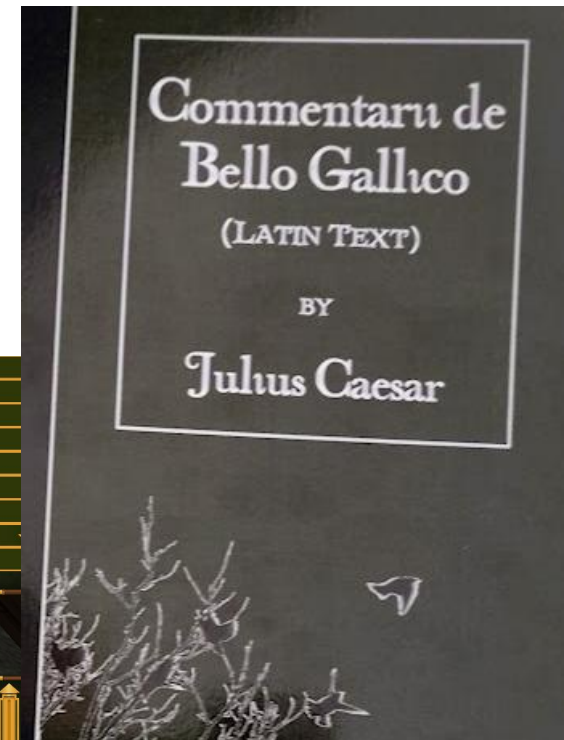
# Iterum – 2d Art

- 3slices, 9 slices, icons
- Affinity Designer (vector)
- Illustrations



# Iterum – Level design

- Research Julius Caesars conquest of Gaul
- Work in the in-game level editor
- Playtest
- Request and gather feedback
- Repeat





# Application process:

- Play the game – free Playtest on Steam
- Write up feedback on good/bad stuff to Emil on Discord (I will poke you)
- There may come up a small art test/assignment based on what role you are applying for
- Say hello to the Team at a Fika
- Review and sign NDA
- Onboarding

<https://discord.gg/r2CrNZrEfA>

<https://www.linkedin.com/in/emil-hedemalm/>

<https://iterum.gg/>

