

FOUNDER

Sigbjartur Skúli H. Waldorff

BS in Business Administration (Management), based in Iceland.

hello@mobergstudios.com · mobergstudios.com

Bio

I've always been a tinkerer. Before I could afford real hardware, I took deep dives into game development. It got serious once I could buy computer components – used ones at first – and a home-built server opened a whole new world. Since then my free time has gone into building computers, running servers and making games, mostly for the pleasure of understanding how things work by building them.

By training I hold a BS in Business Administration with a major in management, and I run Waldorff SF, a bookkeeping and advisory firm in Iceland. That work shapes what I build: tools that have to be exact, and that a person can check and trust.

Móberg Studios is years of tinkering, study and professional work, set loose. Agentic AI, my newest obsession, put all of it into overdrive and turned it into something closer to a beast. Everything here is built with an agentic AI workflow I designed and direct: I set the direction, make the product and design calls, and decide what ships. Each case study says what its project has and has not achieved.

Skills

These are the technologies used in the projects on this site. They show what I chose and directed, not code I wrote by hand.

LANGUAGES

C#, TypeScript, JavaScript, Python, HTML and CSS

ENGINES AND FRAMEWORKS

Unity 6 LTS and UI Toolkit, Godot 4.7 (.NET), Astro, Blender (scripted models), ComfyUI

PLATFORMS

Android, Windows, The web (static sites, Web Workers, IndexedDB), Cloudflare (Workers, Pages Functions, D1, Durable Objects)

PRACTICES

Test-first slices, Deterministic simulation with golden replays, Architecture decision records, Independent review rounds, Evidence ledgers, Key and secret hygiene

Experience

Accounting Representative · ELKO

Nov 2022 – present · Finance function of Festi hf.

Owner · Waldorff SF

Dec 2020 – present · Bookkeeping and advisory

Project Manager · Nýsköpunarmiðstöð Íslands (Innovation Center Iceland)

May 2020 – Aug 2020 · Part-time, summer

Distribution Manager · Fisherman Iceland

Jun 2018 – Aug 2019

Education

BS in Business Administration, major in Management

University of Iceland (Háskóli Íslands)

2019-2022

Selected projects

Make Tower, Win War

A mobile-first 3D co-op tower defence for Android and Windows, built on a deterministic simulation that is checked tick for tick in two languages.

mobergstudios.com/work/make-tower-win-war/

Hollowdeep

A one-thumb, portrait dark-fantasy roguelike for Android, built on a deterministic simulation that tests guard and whose balance is measured by scripted bots.

mobergstudios.com/work/hollowdeep/

Recon-It

A bilingual Icelandic and English reconciliation tool that matches bank and ledger lines, explains every match and proves the balance, now in open beta.

mobergstudios.com/work/recon-it/

ylfamarin.is

An artist profile for an Icelandic actress, grown from one hand-written page into a split source with 191 test declarations, responsive images and self-hosted fonts, served by a Cloudflare Worker that enforces one canonical domain.

mobergstudios.com/work/ylfamarin/

waldorff.is

My own bookkeeping firm's website, from a 2023 draft that was never deployed (a template with a 22 MB background image) to a live two-page static site in Icelandic served through Cloudflare.

mobergstudios.com/work/waldorff/