Integrated quantum photonics has for the past decade been nearly synonymous with single photons and photon pairs. Yet many promising near term use cases of photonic quantum simulation and computation are best implemented using continuous variable (CV) encodings, which typically require squeezed light rather than single photons. In this presentation I provide an overview of our work towards realizing scalable CV quantum simulation and computation, including the most recent progress in developing nanophotonic sources of squeezed light.