## Contact

madsbangh@gmail.com

www.linkedin.com/in/madsbangh (LinkedIn)
madsbangh.dk (Portfolio)


## Top Skills

Design Patterns
Technical Leadership
Systems Design

## Languages

English
Danish

## Certifications

Professional Scrum Master™ I (PSM I)

# Mads Bang Hoffensetz

Senior Software Engineer at Kanda
Aarhus, Central Denmark Region, Denmark

## Summary


I like to work on the things that enables teams. My key interests are game development tooling, devops and system design in realtime applications. Unity is my game engine of choice, and I enjoy developing games in it, with all the things it involves. I have a keen interest in working together across disciplines, graphics programming, optimization, audio, fun, and developer experience. I have a passion for collaboration and knowledge sharing, and some experience teaching as well.


## Experience

### Kanda
6 years 1 month

#### Senior Software Engineer
November 2022 - Present (3 years 11 months)
Denmark

#### Programmer
September 2020 - Present (6 years 1 month)
Aarhus, Middle Jutland, Denmark

Kanda's flagship product, its Virtual Training Platform is a multiplatform, multiplayer framework and app built for VR, Tablet and PC.

At kanda, before joining the core platform team, I developed, released and maintained various customer facing apps, both multiplayer and standalone.

As part of the core platform team, I worked to maintain quality and drive feature development for customer facing project teams to use. Additionally I provided support for other developers.

During my time at the company, I have done the following.
- Leading development efforts on project-spanning and complex features.
- Advocating for technical excellence in the codebase and across disciplines.

- Becoming certified SCRUM master (PSM1) and acting scrum master for the core team.
- Leading teams of other programmers, upskilling developers and onboarding juniors.
- Making technical decisions impacting the whole company. Advising leadership.
- Getting releases out the door and maintaining technical overview.

From kanda.dk:
"The Kanda virtual training platform enables companies to create complex, real-time, collaborative training simulations on multiple devices.
These simulations incorporate hundreds of steps, thousands of interactive 3D models, and millions of configurations to effectively replicate the complexity of real-world scenarios."

### FortemWorks
Programmer
February 2020 - July 2020 (6 months)

At FortemWorks I was part of the early team developing the upcoming MMO EmberSword.
I worked with various techologies; Unity DOTS, Go, TypeScript, code generation and graphics programming.

Interesting takeaways for me was the experience of working with big worlds, potentially large amounts of data and multiplayer networking in this context.

### PIBOCO
Lead Programmer
January 2019 - February 2020 (1 year 2 months)
Copenhagen Area, Denmark

PIBOCO is a beautiful mobile app for children built in Unity and a set of editor tools for creating content for the app.

I took part in the early development of the platform, and was since the beginning of 2019 the technical lead.

My contributions were the following.
- Developing the toolset built on top of the Unity editor to enable designers in making content.
- Maintaining the backend hosting assetbundles and metadata.

- Developing and releasing and maintaining the app to the public.
- Supporting other programmers.
- Supporting the production team.

The app is available on iOS and Android stores and is monetized via subscriptions. Through collaboration with many authors and illustrators, it has a sizeable selection of curated interactive books, adapted to or custom made for the app.

### Step In Books
Unity Developer
August 2018 - February 2020 (1 year 7 months)
Copenhagen Area, Denmark

At Step In Books I joined as programmer for a beautiful XR project, Little Alice. During this project, my my responsibilities were the following.
- Realize the vision, turning an existing prototype into a full experience.
- Collaboration with artists, integrating a rather unique art style in collaboration.
- Graphics, gameplay programming as well as tooling.

### DADIU
Lead Programmer
September 2017 - January 2018 (5 months)
Aalborg, Denmark

DADIU is the Danish Academy for Digital Interactive Entertainment. I chose to attend it during a semester of my Medialogy education at AAU. http://www.dadiu.dk/semester/

At DADIU I got to experience the role of lead programmer for a team with four other programmers. My responsibilities were the following.
- Developing the game and build pipeline.
- Coordinating technical efforts and prioritizing with the programmers.
- Collaborating with design lead, audio, level design, QA and art director.

The team achieved an impressive release with lots of content, made possible with the good collaboration between the programmers and other disciplines. Enabling these members to contribute effectively was key.

My role is "Programmer", but most of the time I will be the Lead of a team of four other programmers. I communicate a lot with the programmers as well as

the design lead, level designer, QA and art director on our team of 14. During the semester we get to meet esteemed experts from the gaming industry.

This is a great opportunity to get a taste of what working in the industry might be like. I intend to go beyond my limits and I am not afraid to learn from any mistakes.

### StonePlant Studios
Lead Programmer / Graphics Programmer
August 2016 - 2017 (1 year)

At this small indie game startup, I had role of main/lead programmer, working on the mobile game Justin Space.
My responsibilities were the following.
- Supervising other programmers
- System design and gameplay programming
- SDK integration
- Visual effects and graphical programming

We released a monetized game with online leaderboards. It got a minor feature on part of the play store and we saw tens of thousands of downloads.

### Game2Grow & UngAalborg
Game programming teacher
2015 - 2017 (2 years)
Aalborg, North Jutland, Denmark

As a student job I taught game and app design, programming and development as an elective course for 7th to 9th graders in public schools in Aalborg. I sometimes volunteered to help the students with their passion projects in the student house Station 10 in Nørresundby. The exact curriculum varied from class to class, and I taught both game design and development using Game Maker, Unity, Scratch, PlayCanvas and TouchDevelop.

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## Education

### Aalborg Universitet
Medialogy · (2013 - 2018)

### Aarhus Tech HTX Viby
HTX, Communication/IT & Design · (2010 - 2013)