

Mads Bang Hoffensetz

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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

Senior Software Engineer

Kanda

Nov 2022 - Present (5 months)

Programmer

Kanda

Sep 2020 - Present (2 years 7 months)

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.

Programmer

FortemWorks

Feb 2020 - Jul 2020 (6 months)

At FortemWorks I was part of the early team developing the upcoming MMO EmberSword.

I worked with various technologies; 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.

Lead Programmer

PIBOCO

Jan 2019 - Feb 2020 (1 year 2 months)

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.

Education



Aalborg University

Medialogy

2013 - 2018



Aarhus Tech HTX Viby

HTX, Communication/IT & Design

2010 - 2013

Licenses & Certifications



Professional Scrum Master™ I (PSM I) - Scrum.org

Skills

Unity • C# • Git • Programming • Game Development • Research • Shaders