

## Måns Andersen

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## Network Programmer

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### About Me

I am currently employed at [Massive - A Ubisoft studio](#) tasked with implementing and maintaining low level data transfer libraries. Working mainly in C++ my job is to ensure the programmers doing gameplay don't have to think any more about networking than necessary while still maintaining an efficient, fast, and secure network stack. My main focus has been to develop a new UDP stack to be used in a peer mesh server solution for our newest game, but I've also been involved in updating our TLS library, maintaining and expanding our test suite and creating tools to make me and my coworkers jobs easier.

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### Work experience and Education

#### 2020-Current

Massive - A Ubisoft studio : **Network programmer**

- **April 2021 Hired as Junior**
- **August 2020 Internship started**
- Worked with a microservice server structure
- Ownership of the UDP network stack
- Helped develop a peer-mesh solution for our games from the ground up
- Maintained and developed our testing solution

#### 2018-2021

The Game Assembly : **Game Programming**

- **August 2020 Internship at Massive started**
  - A 2.5 year education focused on game programming
  - Worked in a smaller team of 15 people
  - Helped build a game engine from the ground up focusing on rendering and networking
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### Open source projects

Available at [github.com/fiskmans/](https://github.com/fiskmans/)

#### **fisk\_tools**

A collection of tools and utilities i found myself reaching for whenever i started a new project

#### **fisk\_input**

A device agnostic input library

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### Other

Maintained 98% uptime since August 2019 in the competitive programming game Screeps (Javascript)

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**Fluent** in Swedish and English

**Programming Experience** with C/C++, Modern C++, C#, JavaScript, Java, and Swing