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Network Programmer at Massive - A Ubisoft studio

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About Me

I am currently employed at [Massive - A Ubisoft studio](#) tasked with implementing and maintaining low level communication frameworks (OSI network model layer 4-6). 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.

Work experience and Education

2021-Now

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

- Developed an UDP network stack from scratch
- Played a major role in the realisation of a peer mesh server solution
- Performed the switch from OpenSSL to MbedTLS

2018-2021

The Game Assembly : **Game Programming**

- Worked in a smaller team of 15 people
- Helped build a game engine from the ground up focusing on rendering and networking
- Performed a study in using microservices to help load balance game servers

2014-2018

LBS Kreativa Gymnasiet : **Game Development**

- A 3 year education in which I made 2 small games and performed a study in optimization of packaging and replication.
 - Primarily focused on the basics of game development
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Fluent in Swedish and English

Programming Experience with C/C++, Modern C++, C#, JavaScript and Grafana

Other

2015 Leadership and Crisis Management course

A 14h long course in leadership roles, group dynamics, crisis control & response and practical group exercises. Hosted by the Swedish church.