

MAURICE THOMPSON-HAMILTON

C++/C# DEVELOPER

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PERSONAL PROFILE

Experienced and dedicated computer professional with a diverse background spanning multiple industries, including automotive manufacturing, theatrical entertainment, and mobile games. With a strong passion for the gaming industry, I bring extensive hands-on experience in Object-Oriented Programming and a track record of delivering high-quality, reusable code. A collaborative team player, I excel at working with individuals at all levels, consistently striving for excellence. From maintaining live platforms and resolving issues to developing innovative projects, I bring a comprehensive skill set and a drive for continuous improvement.

RELEVANT EXPERIENCE

PART-TIME LECTURER – STAFFORDSHIRE UNIVERSITY

January 2024 – Present,

I am currently assisting Lecturers with the delivery of C# and Unity course material, fielding queries, guiding student learning, and resolving errors in student's projects. This position heavily utilises; attention to detail, active listening, problem solving, debugging multiple code bases using different coding standards, and communicating advice and findings in a learning environment. This role tested my ability to identify problems and relay the results in a fashion that allowed students to understand the problem and find their own solution without outright giving the answer.

.NET BACKEND DEVELOPER – CODEWEAVERS LTD, STAFFORD

June 2021 – June 2022.

My responsibilities included maintaining the live Codeweavers platform through continuous integration with other developers. I resolved issues reported by support tickets and system logs while developing projects from conception to deployment, which helped to bolster the feature set of the platform.

I also developed tools and services to monitor and meet the requirements of customers within the automotive industry, utilizing ASP.Net technologies and clean coding practices by applying SOLID principles and appropriate design patterns to solve problems. Some of my key projects during this placement included integrating PayPal services to receive payments for reserving vehicle purchases, integrating Oodle lender services to provide customers with finance options, and developing a dashboard system to monitor the status of third-party services and APIs.

GAME DEVELOPER – YOUR STRATEGY GAME NETWORK, REMOTE

June 2022 – September 2022.

I worked jointly with a senior developer to convert a Flash game into GoalScorer, a Unity demo application, as a greenfield project. As a team, we agreed upon the coding standards for this project and ensured that they were implemented throughout the development process. Following SOLID principles within an Agile development methodology, we developed the initial framework for GoalScorer, including artifacts for use in the demo. During the project, I researched viable options for advertisement procurement and placement. Moreover, I designed and developed the kit designer that enabled users to create kit designs from a library of templates or upload custom kit designs in various file formats.

WEB DEVELOPER – 21ST CENTURY MEDIA LTD, SHREWSBURY

March 2013 – September 2013

My responsibilities included maintaining the customer website front ends that operate on the company's bespoke content management software. I converted the original PHP system into C# .Net while developing new features, including Google Maps location services. In addition, I constructed interactive websites from Photoshop mock-ups and customer requirements using a combination of HTML, JavaScript, PHP, SQL, and Ajax.

JUNIOR SOFTWARE ENGINEER – ELF SOFTWARE LTD, TELFORD

January 2007 – December 2007

I worked closely with the lead developer, while developing features for the company's application. My duties included maintaining the propriety application, creating, reviewing and updating features developed in Visual Basic, to Visual Basic .Net, combined with the client's SQL or Oracle database, utilising Crystal Reports for custom query results. Attend meetings relating to progress of current application improvements. Provide bug fixes and explore new technologies to enhance the company's application including porting the application to mobile devices focusing on Tablet PC's and PDA's. Provide first line support and software training to all users. Provide application installations on servers both remotely and on-site to schools and councils.

GAME JAM DEVELOPER

I have participated in several game jams as a solo developer and a team member. My contributions to games made with Unreal Engine and Unity have focussed on procedurally generated terrain and obstacles, game-play mechanics an UI integration.

EDUCATION

STAFFORDSHIRE UNIVERSITY, STOKE-ON-TRENT

Sept 2018 – June 2023 BSc (Hons) Computer Games Programming Degree – Awarded 2:1

PROGRAMMING & SCRIPTING LANGUAGES

C#	C/C++
.Net	SQL
PHP	HTML 4 & 5
JavaScript	Visual Basic

DEVELOPMENT TOOLS & TECHNOLOGIES

Unity 2022	Unreal Engine 4 & 5
JetBrains Rider	Microsoft Visual Studio 2022
OpenGL 3	Direct X 11
GitHub	Git

References are available upon request.