

Paul Hazelton

Full Stack .NET Software Developer III

Full Stack, C# .NET developer with over 4 years of professional full-stack experience using C#, .NET, Blazor, CSS, EF Core, SQL, and PostgreSQL. I have a passion for type safety, elegant code, and intuitive user interface design. I've been loving programming for 11 years.

Experience

Now 2024	 Chestnut Health Systems Software Developer III 1 year 5 months, ongoing	 Remote
2024 2022	<ul style="list-style-type: none">Collaborated with three senior developers to develop:<ul style="list-style-type: none">LIME, an ambitious, modular, data driven, Blazor Server application that allows users to create complex screeners and reports using a GUI, which can then be used as a collection of NuGet packages in conjunction with a REST API to provide common features as a service to many screening applications.Mosaic, a Blazor Server application using LIME as a service that allows clinicians to conduct custom questionnaires, create dynamic reports, and perform various other patient services.View the live site at mosaic.chestnut.org.Designed and developed data export system that allows creation of detailed data filtering profiles, with request queueing and job dispatching system that handles large data sets.Hosted specification gathering meetings, and contributed to architecture planning and design.Added various front-end and back-end features, and performed various bug fixes.Created detailed documentation, added unit tests, and created integration tests.	
2022 2021	 Software Developer II 1 year 7 months	<ul style="list-style-type: none">Collaborated with two senior developers to create and architect Screen4Success, a Blazor Server web application. View the live site at screen4success.org.Project lead and sole developer for Screen4Success (after initial creation). Met with clients, gathered specs, created mockups, and delivered the full production release.Onboarded and trained newly hired senior developer onto the project using extensive and proactively authored documentation.
2020	 Software Developer I 1 year 7 months	<ul style="list-style-type: none">Maintained and contributed to GAIN-ABS, a legacy MVC web application using Entity Framework Core.Collaborated with senior developers to plan, design, and implement new front-end and back-end features.Diagnosed, fixed, and tested various bugs.
2019	 Undergraduate Research Experience	 Winthrop University
2020	 Disease Treatment Research for INBRE 5 months, completed	Summer research project with the goal to analyze treatment options for HIV. Developed and analyzed systems of differential equations. Co-developed a differential equations solver and optimal control algorithm using Mathematica. Work resulted in a paper published in the <i>Mathematical and Computational Applications</i> journal, titled Optimal Control of an HIV Model with Gene Therapy and Latency Reversing Agents .
2019	 Graph Theory Research for INBRE 5 months, completed	Summer research project with the goal to explore the Ramsey Number of a family of graphs. Developed a simple tool for manipulating and analyzing graphs, and worked with my colleagues to discover new Ramsey numbers for graphs. Work resulted in a paper published in the <i>Discrete Applied Mathematics</i> journal, titled On Ramsey and star-critical Ramsey numbers for generalized fans versus nK_m .

Education

2021 2017	 Winthrop University B.S. in Computer Science & B.S. in Mathematics 4 years	 Rock Hill, SC
<p>Graduated Magna Cum Laude with double major in four years and made President's List. Tutored math and computer science classes in limited free time outside of school work. Quite challenging, but it was worth the effort, I love learning.</p>		

Contact Me

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My Projects

 github.com/PaulHazelton
 hazeltonspaul.me

Technical Skills

Languages

 C# / .NET 5 years
 HTML & CSS 11 years
 TypeScript 1 year
 JavaScript & jQuery 4 years
 SQL 3 years
 PostgreSQL 1 year
 C++ 4 years
 Java 2 years
 Rust learning

Web Frameworks

 Blazor 4 years
 React 1 year
 MVC 1 year

Back-End and Security

 EF Core 4 years
 REST APIs 4 years
 Auth0 1 year
 Azure AD B2C 2 years

Communication

 Spec Development 3 years
 Documentation 5 years

Personal Projects

Now
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2022

- **Recoil (2D Video Game)**

3 years, ongoing

Recoil is a 2D platformer where your character can only move by using the recoil of their gun. Recoil is made in C# using the MonoGame framework. I am the sole developer, I've done all the programming, game design, art work, sounds effects, and writing.

You can view this project on my website at hazeltonspaul.me/projects/recoil.

2023

- **Responsive GUI for MonoGame**

6 months

Responsive GUI for MonoGame is a GUI NuGet package that can be used with the MonoGame framework in order to create GUIs in a similar fashion to using HTML and CSS. The rendering engine is custom made, and started as an experiment to see if I could replicate a browser's rendering engine. The Layout class allows you to position elements using most of the same functionality available in css, allowing you to easily create game menus that work on many differently sized screens. Features include: flexbox, automatic sizing, nine-slice frames, sprite animation, fonts, colors, and many other styling abilities.

You can view this project on my GitHub at github.com/PaulHazelton/MG.ResponsiveGUI.

2025

- **8 Bit Computer Made in Digital Logic Sim**

1 month

I created a custom 8 bit programmable computer, complete with an assembly programming guide in [Digital Logic Sim](#), a digital logic simulator created by Sebastian Lague. I am very enthusiastic about learning how computers work, and I was enchanted by Sebastian Lague's videos, so I decided to try making my own 8 bit cpu. It is of course very limited, but I've programmed it to run a simple Fibonacci program.