

# 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, Temporary Contract*

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

*June 2021 – June 2022. 12 Month Placement*

During my 12-month placement as a .Net Backend Developer at Codeweavers Ltd, I was responsible for 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

*June 2022 – September 2022. 3 Month Contract*

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 – 21<sup>ST</sup> CENTURY MEDIA LTD

*March 2013 – September 2013: 6 Month Contract*

As a Web Developer at 21st Century Media Ltd on a 6-month contract, 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.

## 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.

## WORK HISTORY

Jan 2024 – Mar 2024	Part-Time Lecturer	Staffordshire University (Temporary)
Sept 2023 – Dec 2023	Logistics Operative	Lyreco, Telford (Temporary)
June 2022 – Sept 2022	Unity Game Developer	Your Strategy Game Network, Remote (Contract)
June 2021 – June 2022	Backend C# Developer	Codeweavers Ltd, Stafford (Placement)
Aug 2014 - Sept 2018	Logistics Operative	NEC Ltd, Telford (Permanent)
Nov 2013 – July 2014	Factory Operative	Various Agencies (Temporary)
Mar 2013 - Sept 2013	Web Developer	21 <sup>st</sup> Century Media Ltd, Shrewsbury (Contract)
Sept 2010 – Mar 2013	General Operative	Various Agencies (Temporary)

## EDUCATION

### STAFFORDSHIRE UNIVERSITY, STOKE-ON-TRENT

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

### SKILLS TRAIN, NATIONAL

June 2006 – May 2008    Masters CIW Website Design Manager Qualification

### SOLIHULL COLLEGE OF TECHNOLOGY, BLOSSOM FIELD CAMPUS, BIRMINGHAM

Sept 1999 – June 2000    City & Guilds – Computer Programming Diploma - Level 2  
Jan 1999 – March 1999    City & Guilds – Computer Programming Certificate - Level 1  
Sept 1995 - June 1996    BTEC National Computer Studies

### CITY TECHNOLOGY COLLEGE, KINGSHURST, BIRMINGHAM, SECONDARY

Sept 1989 - June 1995    Science, Computer Studies, Mathematics, English all at Grade C

## PROGRAMMING & SCRIPTING LANGUAGES

C# .Net	VB .Net
C/C++	SQL
PHP	HTML
JavaScript	Perl

## DEVELOPMENT TOOLS & TECHNOLOGIES

Unreal Engine	Unity
Direct X 11	OpenGL
GitHub	Git
Microsoft Visual Studio	JetBrains Rider

References are available upon request.