

MAURICE THOMPSON-HAMILTON

SOFTWARE DEVELOPER

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PERSONAL PROFILE

I've spent over a decade building code that bridges industries – from keeping automotive platforms running smoothly to creating tools that helped students design custom game kits. Whether I'm untangling complex bugs, modernizing legacy systems, or teaching C# and Unity, I thrive on turning technical challenges into clean, reusable solutions. My work has taught me how to:

- **Build for the real world:** Rebuilt a PHP CMS into C# .NET for faster performance, and integrated payment/finance APIs that handled thousands of car reservations.
- **Make code teachable:** Helped 100+ students debug projects without spoon-feeding answers – a skill I now use daily when collaborating with non-technical teams.
- **Stay curious:** Taught myself SOLID principles to improve automotive dashboards, and reverse-engineered Flash games into Unity demos just to see how they'd work.

I'm at my best when working on projects that blend creativity with structure – like game systems that need both tight logic and room for players to experiment.

PROGRAMMING & SCRIPTING LANGUAGES

C#	C/C++
.Net	SQL
PHP	HTML & CSS
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

RELEVANT EXPERIENCE

1ST LINE SUPPORT AGENT – CONVERGE TECHNOLOGY SOLUTIONS (FORMALLY STONE COMPUTERS)

August 2024 – Present,

- First point of contact for resolving technical issues (hardware, software, warranties), ensuring SLA compliance and high customer satisfaction.
- Diagnosed and logged incidents using service desk systems, escalating complex cases to 2nd/3rd line teams.
- Troubleshoot Windows OS (7/10/Server), LAN/WAN networking, and broadband connectivity.
- Monitored client systems to pre-empt compromises and maintained detailed solution documentation.

PART-TIME LECTURER – STAFFORDSHIRE UNIVERSITY

January 2024 – August 2024,

- Collaborated with lecturers to deliver C# and Unity course content, addressing student inquiries and guiding project development.
- Debugged diverse codebases (multiple coding standards) to resolve errors, providing actionable feedback to enhance student understanding.
- Empowered students to independently troubleshoot issues by articulating technical concepts in accessible terms.
- Applied active listening and iterative feedback to tailor support, fostering critical thinking and problem-solving skills.

Skills: C++ · Visual Studio · C# · Unity · Debugging · Technical Instruction · Student Mentorship

Maurice Thompson-Hamilton

Mobile: 07914 90 52 25

.NET BACKEND DEVELOPER – CODEWEAVERS LTD, STAFFORD

June 2021 – June 2022.

- Maintained and enhanced the live automotive platform using ASP.NET, resolving bugs via support tickets/logs and implementing CI/CD workflows.
- Designed RESTful services adhering to SOLID principles and design patterns to meet automotive industry requirements.
- Integrated third-party APIs (PayPal payments, Oodle financing) to expand platform functionality and user experience.
- Built a monitoring dashboard to track third-party service/API health, improving system reliability.
- Collaborated cross-functionally to deliver features from conception to deployment, strengthening platform capabilities.

Tech: ASP.NET, SOLID, RESTful APIs, CI/CD, Azure DevOps

GAME DEVELOPER – YOUR STRATEGY GAME NETWORK, REMOTE

June 2022 – September 2022.

- Collaborated with a senior developer to migrate a legacy Flash game into Unity, establishing coding standards and a scalable framework using SOLID principles and Agile workflows.
- Designed and developed a custom kit designer enabling users to create/upload team kits via templates or custom file formats (e.g., PNG, SVG).
- Researched and integrated advertisement procurement/placement strategies to monetize the demo application.
- Delivered foundational artifacts and modular systems to support future feature expansion.

Tech: Unity, SOLID, Agile, C#

Logistics Operative – NEC Ltd, TELFORD

October 2013 – August 2018

WEB DEVELOPER – 21ST CENTURY MEDIA LTD, SHREWSBURY

March 2013 – September 2013

- Migrated legacy PHP CMS to C# .NET, enhancing system performance and enabling new feature development (e.g., Google Maps integration).
- Developed client-facing websites from Photoshop mockups using HTML5, JavaScript, and AJAX, ensuring alignment with customer requirements.
- Collaborated cross-functionally to deliver responsive, interactive interfaces and maintain bespoke CMS platforms.

Tech: C# .NET, PHP, SQL, JavaScript, HTML5, AJAX, Agile practices

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

References are available upon request.

Maurice Thompson-Hamilton

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