

Maurice Hendricks

Software Engineer | Game Development



[✉ mhendricks850@gmail.com](mailto:mhendricks850@gmail.com) [\(206\) 468-3420](tel:(206)468-3420) [📍 Seattle, Washington](https://www.mauricehendricks.com) [🌐 https://www.mauricehendricks.com](https://www.mauricehendricks.com) [🐙 https://github.com/mauricehendricks](https://github.com/mauricehendricks)

EDUCATION

University of Florida

📍 Gainesville, Florida

B.A. Digital Arts & Sciences w/Computer Science Minor, GPA 3.54

Aug 2018 - Apr 2022

Relevant Coursework: Data Structures & Algorithms, Operating Systems, Discrete Math, Game Design and Production, Games Systems Development, Game Content Production, Wearables and Mobile Apps, 2D Animation, 3D Animation, Advanced 3D Animation.

EXPERIENCE

Microsoft

📍 Redmond, Washington

Software Engineer

Aug 2022 - Present

- Primarily focused on front-end web development in React.js, and Typescript.
- Fixed bugs and implemented new visual work/features for Microsoft 365.
- Collaborated and created prototype of "pockets for outlook" - hackathon project.

LUMA (UF)

📍 Gainesville, Florida

Project Manager

Sep 2019 - Aug 2021

- Provided leadership to a team of three divisions - Development, Tech Art, and Art.
- Managed project tasks via sprints through scrum methodology (agile development).
- Assessed risks and requirements for project scope, then planned out workload via a work breakdown structure.

Game Content Production (UF)

📍 Gainesville, Florida

Undergraduate Teaching Assistant

Aug 2021 - Dec 2021

- Worked directly under Professor to guide students with game design decisions and software development in Unity.
- Developed code snippets in C# as templates for students to use in their games.
- Bug-tested, and fixed issues with student code.

PROJECTS

Disembodied, Academic Project: A 2D/3D Blended Narrative Time Loop Escape Game

Lead Developer - Unity, C#, Windows

Aug 2021 - Dec 2021

- Led the vision for the game design and direction of the gameplay and story.
- Developed scripts for player movement, environment interactions, & time-loop mechanic.
- Designed the level map and environment layouts for the game.
- Implemented code for inventory system using Lists and Dictionaries.

PolyEmber, Academic Project: 3D Open-World Exploration Game

Lead Developer - Unity, C#, Windows

Jan 2021 - Apr 2021

- Led the vision for the game design and direction of the gameplay and story.
- Developed scripts for player movement, inventory and item pickup system, and environment interactions.
- Created a system to track in game events that could determine what branch of the narrative the player chose.

TECHNICAL SKILLS

- **Game Engines/Tools:** Unity, Visual Studio, VS Code, Github, Maya, Cinema4D, Blender.
- **Programming Languages:** C#, C++, Java, React.js, Typescript, JavaScript, HTML, CSS.
- **Software Engineering:** Gameplay Programming, Gameplay Mechanics, UI Programming, Front-end Development.
- **Experience Design:** User Interface Design, Level Design, Environment Design, Narrative and Story Writing.
- **Design Tools:** Adobe Photoshop, Adobe Illustrator, Layout Design, UI/UX, Adobe Creative Cloud Suite.