Maurice Hendricks

Software Engineer | Game Design & Development

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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, 2D Animation, Advanced 3D Animation.

EXPERIENCE

Microsoft 📍 Redmond, Washington

Software Engineer 2   Aug 2022 - Present

- Implemented and refined front-end experiences using React and TypeScript, partnering with design and product teams to deliver performant, accessible, and user-focused features.
- Helped ship the redesigned Event Form in Outlook Calendar, enabling new Copilot experiences and improving usability for millions of users worldwide.
- Implemented a unified recipient pill design across the Outlook Calendar Event Form to improve visual clarity, discoverability, and consistency in scheduling workflows.
- Key driver in the team's bug triage and management process, translating customer & internal feedback into prioritized improvements that enhanced reliability, improved the developer workflow, and elevated the user experience.

LUMA (UF) 📍 Gainesville, Florida

Project Manager   Sep 2019 - Aug 2021

- Led development of Allie, a learning based VR experience exploring the Digital Worlds program through AI Interaction, coordinating across Design, Tech Art, and Development teams.
- Guided sprint planning, task management, and team communication under agile methodology to deliver project milestones on time.
- Defined project scope, assessed risks, and aligned creative and technical priorities to maintain production momentum and creative cohesion.

Game Content Production (UF) 📍 Gainesville, Florida

Undergraduate Teaching Assistant   Aug 2021 - Dec 2021

- Guided students in game design decisions and software development in Unity, providing feedback on mechanics scripting, and implementation.
- Developed reusable C# code templates and snippets, assisting with debugging and optimizing student projects.

PROJECTS

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

Lead Developer - *Unity, C#, Windows*   Aug 2021 - Dec 2021

- Defined gameplay and story vision; developed C# systems for player movement, interactions, and time-loop mechanics.
- Built core level layout and inventory framework supporting dynamic narrative progression.

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

Lead Developer - *Unity, C#, Windows*   Jan 2021 - Apr 2021

- Defined gameplay direction and implemented C# systems for player movement, inventory & crafting system, and enviromental interactions.
- Developed branching narrative logic to dynamically track player choices and progress world state.

TECHNICAL SKILLS

- **Game Engines & Tools:** Unity, VS Code, Visual Studio, GitHub
- **Programming Languages:** C#, C++, JavaScript, TypeScript, React, HTML, CSS.
- **Game & Systems Design:** Gameplay Programming, Gameplay Mechanics, Tool Scripting, Protoyping, UI/UX