



○ Profile

I am an enthusiastic professional software developer and spend most of my spare time programming, reading, or drawing. My skill-set is perfect for work in the games industry and I love working with other people who have passion and creativity to match my own.

○ Recent Projects

Vampirism Beast (Jass/World Editor)

Warcraft 3 map (mod) which is currently **8th** in terms of **popularity** on Blizzard's western server out of over 10,000 maps. I originally developed this project on my own under the pseudonym M2tM. I created most of the original items and game modes using the scripting language JASS. After the game grew in popularity I took on two new developers to maintain the game. This game is **played over 30,000 times a month** across all battle.net servers. <http://www.mapgnome.org/browse/sort-hosted/east30d/1>

Dark Sky Fire (C++, SDL, OpenGL)

This project started life as a very simple **missile command style game** and gathered some popularity after I posted it online. The early release of this project received a number of **reviews on free game sites**. Most of the scores for the older version were very positive hovering **around or over 80%**. The highest review scored the game at a 91%. It's on my portfolio: <http://MichaelHamilton.com>

Star Collector (C++, SDL, OpenGL)

Flying through the galaxy (which is actually a box) your goal is to collect all of the stars on the map. This **3D** game allows for either one player or **two player (network/online) games**. I developed a camera system and modified my 2D rendering library to display basic 3D objects for this project. To view more details head over to my portfolio: <http://MichaelHamilton.com>

Bejeweled Bot (Managed C++)

This application takes screenshots of a bejeweled game board, simulates all of the possible moves on the board with the known jewels on screen, and calculates the best possible score. It then manipulates the cursor to make the move for you. I developed and implemented this project in managed C++ to **automate playing** several web-based **bejeweled implementations**.

Muted Template (PHP)

I developed an **interpreted and extensible language** for use in website construction. Muted Template is the product of a complete re-design of a template language I developed for the Squareflo CMS. To see demos and try the language out you can view it on my online portfolio: <http://MichaelHamilton.com>

○ Work Experience

Freelance Software Development

Web Developer

2010

- Build custom solutions for clients. Includes **graphic design**, system/database design, and **programming**.
- Manage **client relations** and negotiate contracts.

Squareflo New Media, Regina SK

Web Tools Programmer

2008-2009

- Developed a very flexible custom **CMS** (content management system) using my own libraries, architecture, and tools. This CMS has been implemented on over **40 websites** at the time of writing.
- Support, maintenance, and **training** for the **Squareflo CMS** over many months.
- Ongoing specific client work, custom database import solutions, **e-commerce** and more.

Electronic Arts, Vancouver BC (Black Box)

Software Engineer (co-op)

2006

- Worked on **Need for Speed: Most Wanted** (Special Mention: Mike Hamilton)
- Developed a **memory defragmentation routine** for the track streamer I call the "Super Scooper"
- Did work on the codeine menu interface (the **PS2** in-house **development kit**)
- Acted as the team's **Sharepoint** technical administrator.

○ Education

University of Regina (Computer Science)

Acted as CSSS President, Communications Director, and Membership Director in different semesters.