LIAM EUGENE HAMIT

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Professional Summary

I'm a highly skilled Software Developer (C++, C# and more), specializing in real-time 3D graphics and gameplay programming, I have experience with custom as well as established game engines such as Unity. I have developed numerous projects over the years and since graduating have been developing a 2D game making tool, as well as experimenting with 3d rendering techniques using OpenGL and Vulkan.

Experience

Precision Proco Group Ltd - London   Oct 2024 - Jan 2025
Machine Operator (Temporary)
Trained on and operated the Mitablock Pro Layflat Book Binding Machine; diagnosed and resolved both physical and digital machine faults. Provided technical support to colleagues by troubleshooting computer issues.

Freestyle Print Ltd - London   Aug 2023 - Sept 2023
Hand Finisher (Temporary)
Manually operated small machines, including a Round Cornering Machine, to finish print work on various forms. Managed a high-volume workload, ensuring precision and quality in all finished products.

Screaming Colour Ltd - London   June 2022 - Sept 2022
Account Manager
Maintained proactive communication with key clients on project specifications, alterations, and delivery timelines. Developed an Excel tool for scheduling and color-coordinating jobs, which was used daily by the production team to track progress. Managed multiple projects simultaneously and temporarily oversaw the production floor during a colleague's absence, ensuring smooth workflow and job tracking.

Hand Finisher   April 2022 - June 2022
Managed a high-volume workload of 60,000+ products, ensuring precision and quality in every task. Led small teams through all stages of production, maintaining efficiency under pressure and meeting tight deadlines to ensure optimal production capability.

Skills

- Over 4 years of experience with C, C++ & C#, as well as practical application of SQL, Lua, Python 3 & x86 Asm.

- Skilled in Unity game development, creating fully playable games and custom tools to support other developers. Skilled in designing and optimizing gameplay elements while streamlining workflows for team efficiency.

- Experience working with C++ debuggers such as visual studio built in debugging tools as well as Nvidia Nsight Graphics for frame debugging.

- Excellent time management skills, ability to work effectively under pressure of tight deadlines. Responsible for high attention to detail.

Education

Sheffield Hallam University   2020-2024
BSc Computer Science for Games (First Class Honours)
Graduated with a First Class Degree, winning multiple awards including 2nd place in Level Design and 3rd in Game Tech at the 2024 Games Republic Student Showcase.
Developed real-time 3D graphics applications using DirectX11 and PlayStation 5 Developer Tools, and created a Procedural Tilemap Generator for Unity. Gained expertise in C++, low-level optimizations, and game development across multiple platforms, including Unity, Unreal 4, and PS5 SDK. More information is available on my website.

A-Levels and GCSEs
City and Islington College - London   2018-2020
A-Levels consisting of:
Psychology, Mathematics and Computer Science (extenuating circumstances apply)

Leytonstone School - London   2013-2018
9 GCSES with grades 9-4 (including English Language and Mathematics)