Contact

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Top Skills

C#

Rust

Xamarin Products

Chris Hamons

Principal Software Engineer at Microsoft

Austin, Texas Metropolitan Area

Summary

Principal Software Engineer on Xamarin.iOS and Mac. Formerly part of the Azure SDK for .NET and before that the manager of Xamarin.iOS and Mac. Previously the Xamarin.Mac lead developer. All of these teams are geographically distributed remote development teams at Microsoft.

Strong experiences in C#, most things Apple, and managing remote teams.

Experience in Rust, C/C++, WPF, and writing tooling on many platforms.

Given sufficient coffee most technical problems can solved.

Experience

Microsoft

6 years

Principal Software Engineer

August 2021 - Present (11 months)

- Working on the Xamarin.iOS and Mac team (https://github.com/xamarin/xamarin-macios) again

Principal Software Engineer

November 2020 - Present (1 year 8 months)

- Now working on the Azure SDK for .NET

Principal SWE Manager

March 2020 - Present (2 years 4 months)

Austin, Texas Area

- Managing a geographically distributed remote development team of amazing engineers.

Senior Software Manager

December 2018 - March 2020 (1 year 4 months)

Austin, Texas Area

Senior Software Engineer July 2016 - December 2018 (2 years 6 months)

Austin, Texas Area

Xamarin

Software Engineer
January 2014 - July 2016 (2 years 7 months)

- Lead for Xamarin.Mac: Primary developer, support, and documentation contact.
- Worked closely with "sister" Xamarin.iOS team to unify Xamarin.iOS and Mac over time and open source product. (https://github.com/xamarin/xamarin-macios)

National Instruments

Staff Software Engineer

July 2007 - December 2013 (6 years 6 months)

- Spearheaded port of a large C# code base to Mac OS X.
- Responsible for UI features in both WPF and Silverlight.
- Worked on architectural refactors of multiple million line C++ cross platform application.

Education

Case Western Reserve University

BS, Computer Science · (2003 - 2007)