

THOMAS MURLEY

SOFTWARE DEVELOPER · FULL-STACK & GAME SYSTEMS

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PROFILE

Self-taught software developer with 6+ years of programming experience, currently studying towards a Bachelor of Information Technology. I design and ship production software end to end — from client websites and full-stack TypeScript platforms to Discord automation tooling and complex multiplayer game-server systems. Comfortable across multiple languages, runtimes and databases, with a focus on clean architecture and real-world reliability.

TECHNICAL SKILLS

Languages	Lua, JavaScript, TypeScript, SQL, HTML, CSS
Frameworks & Libraries	React, Next.js, Node.js, discord.js, Tailwind CSS, Leaflet
Platforms & Tools	FiveM / CitizenFX, Stripe, REST / HTTP APIs, Git
Databases	MySQL, SQLite

SELECTED PROJECTS

Andrew Murley Plumbing

Client website — HTML / CSS / JS / Leaflet

Designed and built a complete multi-page marketing website for a real plumbing business. Features an interactive Leaflet service-area map, location-specific landing pages for local SEO, schema.org structured data, and a fully responsive custom design built with no frameworks.

Echo Gaming Web

Full-stack web app — Next.js / TypeScript / Stripe

A full-stack platform with staff, organisation and support dashboards, ban-appeal and tip submission forms, Stripe payment integration and secure session-based authentication (iron-session). Built with Next.js 14, React and Tailwind CSS.

Discord Community Bot

Bot — Node.js / discord.js v14 / SQLite

Feature-rich Discord bot handling support tickets, member applications, in-game organisation management and automated moderation (strike system, audit-log tracking, voice logging), with modular command/event handlers, scheduled tasks and internationalisation.

FiveM ↔ Discord Bridge

Server resource — Lua / HTTP API / MySQL

A secured HTTP API connecting a FiveM game server to a Discord bot on a separate machine, enabling automatic account linking, cross-platform ban propagation, live player lookups, playtime tracking and transaction logging, authenticated with a shared API key.

FiveM Game Systems (PSY Suite)

Game systems — Lua / NUI

A suite of multiplayer systems: an admin menu with tiered ACE permissions, an advanced fishing progression minigame, a connection-queue/priority system, and a modern vehicle/player HUD with a greenzone safe-zone system.

EDUCATION

Bachelor of Information Technology (in progress)

Current

6+ years of self-directed programming experience alongside formal study.