

Callum Burgoyne

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Summary

I am Callum, a Software Developer from the United Kingdom, currently pursuing a Level 4 Apprenticeship. I specialize in Full-Stack Web Development, but also have a keen interest in other areas such as Game Development.

For more information on me and my projects, see [Personal Portfolio Website](#)

Experience

10X Managers, Apprentice Software Developer

Jan 2025 – Current

- Primarily working in Full-Stack Web Development
- Developed many significant features for our online learning platform, such as: A personalised AI coach; an iterative, bespoke Development Roadmap process; and a Mentorship platform with live direct messaging and an extensive hub of mentors.
- Quickly gained team lead responsibilities, involving managing product roadmap; delegating tasks; reporting team progress in weekly company meetings; and mentoring members of my team.

Freelance, Freelance Web Developer

Oct 2024 – Jan 2025

- Designed and developed commercial websites for real-world local businesses.
- Connected with clients through Facebook and maintained frequent communication during the development process.

Projects

Clothing Shop

[GitHub Repo](#)

- Developed a Full-Stack e-commerce clothing website, with server-side filtering; basket checkouts and real-time logging.
- Tools Used:** React.js, Go, Tailwind CSS, TypeScript

PlayRates

[GitHub Repo](#)

- Developed a Video Game tracking and rating website, with user accounts, friend-ship and review systems, etc.
- Plan to come back in the near future to polish the site, add new features, and prepare it for public use.
- Tools Used:** React.js, Express.js, Tailwind CSS, TypeScript

Auto-mate

[GitHub Repo](#)

- Built a Discord bot with many automation and moderation features.
- Tools Used:** Python, Docker, discord.py

Technologies

Languages: JavaScript/TypeScript, Go, Python, C++

Technologies: Git, Linux, Docker, n8n, Bubble.io