

Callum Burgoyne

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in callum-burgoyne 📺 CallumB04

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

- Developed many significant features for our online learning platform, such as: A bespoke AI coach, which continuously trained on live user data; an iterative, Personalised Development Roadmap process; and a Mentorship platform with live direct messaging and an extensive hub of mentors.
- Became Head of Development only 7 months into my role as an apprentice, where I owned the development roadmap, managed and mentored a team of developers, and took responsibility for a majority of development decisions.

Freelance, Freelance Web Developer

Oct 2024 – Jan 2025

- Designed and developed commercial websites for local businesses.
- Gained substantial real-world experience and always ensured frequent communication between myself and the clients during the development process.

Projects

PlayRates

[GitHub Repo](#) 🔗

- Developed a Video Game tracking and rating website, with user accounts, friendship 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, Tailwind CSS, Express.js, TypeScript

Personal Portfolio Website

[GitHub Repo](#) 🔗

- Developed an up-to-date personal portfolio website to document my projects and information about myself as a software developer.
- **Tools Used:** React.js, CSS

Auto-mate

[GitHub Repo](#) 🔗

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

Technologies

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

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