

# James McQueen Curriculum Vitae

**Email:** jamesmcqueen20@gmail.com

**Phone:** 07443658730

**LinkedIn:** linkedin.com/in/JamesAMcQueen/

**Address:**

Church View

Lucton

Leominster

Herefordshire

HR6 9PJ

## About Me

I am a graduate of the University of Worcester having studied a Bachelor's Degree in Computing, graduating with honours looking to break into the industry. Throughout my time I studied a variety of modules, including Programming, Web Development and Mobile Development, this has given me experience in a wide range of development fields. I've worked in teams both at university and in my places of work in which both were very beneficial to me as they pushed me to become more confident in both a setting in which my contribution matters and to trust my own judgments regarding the decisions I make and what effect they may have in any situation.

To develop my skills further, I have begun exploring software packages within Unreal Engine. This was used as part of my final year project. I am also exploring Kotlin to help develop an Android Application as that is the main language used for Android Development as opposed to Java. In my free time, I like to experiment and learn React.js and enjoy learning what goes into a web application and making my own.

I have taught myself how to play guitar up to a level five standard of playing. As my degree would lead you to believe, I have a strong interest in both computers and technology in general. Since finishing University, I have been working on personal projects such as creating small games in Unreal Engine which are building my skills in both game and level design.

## Computing Skills

- Programming Languages: C#, Java, Kotlin
- Web Development Languages: HTML, CSS, JavaScript (including jQuery), also have experience using SCSS and Tailwind
- Familiar with React.js, Angular.js, .Net Framework, ASP.Net along with MVC.
- Familiar with Unreal Engine, Unity, Blender, Photoshop
- Applicable knowledge with MVC, MVVM Architecture as well as full understanding of programming principles such as SOLID
- Experience with GitHub

## Other Skills

- Customer Service
- Microsoft Office
- Leadership Skills
- Team Skills

## Projects

### **Messaging App**

This project was done by using React.js and using Firebase as a server. This project was a good exercise in UI and utilising Firebase as a backend. The project utilises the Materials-UI library, making the application have a more professional feel than to a personal project meant as an exercise. This project enhances my skills with HTML, CSS, and JavaScript, as well as utilising external libraries using the Visual Studio Code terminal.

### **Bug Tracker**

This project was done using ASP.Net, using MVC architecture. This web application allowed the user to maintain entries of bugs that are held on the database, as well as update each entry and delete them when necessary. This was a beginner project to both get used to ASP.Net and to go beyond traditional C# which I had learnt at university.

### **Task Manager (with Geo Location)**

This was a project of mine at university, where we were tasked with making a task manager in Android Studio where the user creates a simple task with a title, a short description and a time and date of completion. However, the app also used OpenMaps which allowed the user to set coordinates for that task. So, when the user is in proximity of the logged coordinates a notification is pushed to remind the user of the task. This was written in Java and utilised Firebase as a backend, this allowed for user authentication, so the user could sign in and log their tasks and another user could log in and log their unique tasks and all of it is stored on Firebase.

### **Game Engine**

This was a project at university, this was created in C# using the Monogame framework. The final product of the engine had its own dedicated managers. Such as Input Managers, Screen Management such as game screens and states, and an overall Game Manager to manage the entities of the game that would be created in the engine.

### **Image Manipulation Tool**

Much like the game engine, this was a project at university. This was to create an image manipulation tool, in which the user could load up any image in a .PNG format and apply changes to the image and export the new image. This was done by using the ImageProcessor library and the entire application was created using MVC architecture. This was a group activity and it allowed me to learn where to contribute as a team player to an overall project as opposed to something solo.

## Employment

### **Worcestershire County Cricket Club      2021 – 2022**

New Road  
Worcester  
WR2 4QQ

#### **Front of House**

During my time in this role, I maintained the bar during T20s, Test Matches and working general event shifts such as weddings, awards evenings and comedy nights. Keeping a good level of hygiene, while ensuring that each customer had an enjoyable and satisfactory experience. Having worked throughout the pandemic, I have experience setting up measures to improve social distancing while restrictions were in place. This was done by aiding a large team in keeping the service areas of the stadium up and running during busy matches. I have also been a part of teams that set up bars and areas across the stadium ensuring everything is ready and maintained throughout the season and beyond, this was for both matches and event shifts.

## Education

### **University of Worcester      2019 – 2022**

Computing BSc      2:2

### **Hereford Sixth Form College      2017 – 2019**

IT      D\*  
Computer Science      D  
Engineering      M

### **Wigmore High School      2012 – 2017**

Computer Science      B  
Maths      6  
English Language      4  
English Literature      5  
Physics      C  
Chemistry      C

## References

Georgina Ayris  
New Road  
Worcester  
WR2 4QQ

Dr Colin Price  
University of Worcester  
City Campus  
Castle Street  
WR1 3AS  
[c.price@worc.ac.uk](mailto:c.price@worc.ac.uk)