James McQueen

Web Developer

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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. 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.

Education

University of Worcester   *2019-2022*
Computing BSc   2:2

Employment

Bar Staff

I currently work as a Bar Staff at Luctonians, this involves both serving customers and maintaining the bar during busy periods from start to finish. I also serve as someone who sets up and sets down the layouts depending on the events which are held.

Luctonians Rugby Club   2022 – Present
Mortimer Park
Hereford Road
HR6 9SB

Skills

- Programming Languages: C#, Java, Kotlin
- Web Development Languages: HTML, CSS, JavaScript (including jQuery), also have familiar knowledge of libraries such as Bootstrap and Materials UI
- Familiar with React.js, .Net Framework, ASP.Net along with MVC.

- Understanding of SEO

- 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

Projects

Portfolio Website

This website was created to display my projects and put in place for me to always iterate upon. It is integrated with GitHub pages meaning every commit I make, it updates it live for the entire website. Because of this it is created in the basic languages, this is so that it doesn't need to be redeployed each time as with something like React.js and having it be connected to a live repository is important. Some projects are integrated directly into the website itself, such as the Algorithm Visualizer.

Task Manager with Geo-Location

This was a project of mine I developed 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 developed 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 too using C# and Windows Forms, 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.

Other Projects

These are much smaller projects. They were more small challenges/tasks that I gave myself.

Algorithm Visualizer
This was created in HTML, CSS, and JavaScript. It sets an array, and allows the user to select the method of sorting such as Bubble Sort and Insertion Sort. Then it is visualised via an animated graph rendered on screen.

Music Player
This is a simple music player with simple controls similar to a mobile application. This allows the user to cycle through the set list of songs and allow the user to pause/play, slide through the song and to skip entirely.

Quiz App
This is a simple app similar to the music player where the user is presented a question, which is prewritten in a dictionary in the JavaScript file and allows the user to answer the questions. They can only progress if they answer the correct question. This was an exercise in taking in user input and progressing them forward dependent on the input given.

Discord Bot
A simple bot written in Python. When online, sends messages to either a user directly or on a server depending on what is sent to it.

I am also highly interested in game development and using Unreal Engine to create environments and small games. I am also familiar with Unity and Blender, as well as Photoshop which I use to mockup designs for both websites and general graphic design.

References

Dr Colin Price
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