

James Callan

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Education

Swansea University – First Class Honours

Sept. 2018 – July 2022

Bachelor of Science in Software Engineering

Projects

Artemis – Minecraft Mod | Java, Architecture API, Git

Mar. 2023 – Present

- Development team member.
- Independently designed and implemented over 20 features, enhancing the playing experience for users of the mod.
- Resolved various issues, ensuring for a smooth user experience.
- Conducted comprehensive code reviews providing valuable feedback to fellow developers and contributors whilst maintaining code quality standards for the project.

Maze Bounce – Android Game | C#, Unity

Aug. 2022 – Present

- Designed, developed, tested and published on the Google Play Store independently.
- Utilises features from Google Play Games, Unity Games Services and more.
- Features thousands of randomly generated content.

CC-117 – Discord Bot | Node.js, Wynncraft API, SQLite

Jan. 2022 – Present

- Designed a program to read data from a public API and store the data into an SQLite database.
- Developed a Discord bot to read from the database and manipulate the data to display formatted information among various other features.
- Highly customisable, with unique configurations for every server.

Accessible Codenames - Android Game | Kotlin, Node.js

June 2021 – Apr. 2022

- Third year project for University.
- Recreation of the board game 'Codenames' for Android with a strong focus on accessibility.
- Includes a custom server to allow for devices to connect and play together.

Technical Skills

Languages: Java, C#, JavaScript, Kotlin, Python, C++, C, HTML

Frameworks: Node.js, Discord API, JUnit, Architecture API

Developer Tools: Git, IntelliJ, Unity, VS Code, Oracle Cloud, Google Cloud Platform

Libraries: discord.js, gson