

# James Callan

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## Education

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**Swansea University – First Class Honours**

24/9/18 - 22/6/22

Bachelor of Science in Software Engineering

## Personal Projects

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**Artemis – Minecraft Mod** | Java, Architecture API, Git

26/3/23 – 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

14/8/22 – 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

10/1/22 – 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

5/6/21 - 29/4/22

- 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

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**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