James Callan

Software Engineer

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Education

Swansea University (2018-2022)
Bachelor of Science

- Software Engineering
- First Class Honours

Languages

- Java
- C#
- Kotlin
- Python
- Blueprints (UE5)
- C++
- C
- HTML
- JavaScript

Methods

- Git version control
- Agile development
- SCRUM
- Object Oriented Design

Technologies

- Unity
- Firebase
- Node.js
- Unreal Engine
- MySQL
- RESTful Web Services
- Photon Engine PUN

University Modules

Software Testing, Introduction to Video Games Programming, Advanced Object Oriented Programming, Writing Mobile Apps, Data Representation, Markup Languages and Web Services.

Projects

Accessible Codenames

- Created an Android application of the board game 'Codenames' featuring a strong focus on Accessibility.
- Featured an offline and an online mode using a custom server.
- Utilised: Kotlin, Node.js, JavaScript.

Labyrinth

- Worked in a group of 8 students to recreate the board game 'Labyrinth' from scratch.
- Later implemented a level editor into a pre-existing implementation with 6 other students.
- Conducted a user study and implemented features individually.
- Utilised: Java.

Introduction to Video Games Coursework

- Created a Pac-man styled game in Unity featuring multiple levels and playable characters with unique power ups.
- Included leaderboards and achievements as persisting data.
- Reviewed other students code and provided feedback.
- Utilised: C#, Unity.

Balls and Mines

- Added the ability to play multiplayer with other players online to a game I didn't work on.
- Utilised: C#, Unity, Photon Engine PUN

Rocket Jump

- Modified from the First Person Template in Unreal Engine 5.
- Menu with customisable keybinds.
- Shoot explosions below you to climb to the top of the level.
- Timer to track your fastest time, persisting through sessions.
- Utilised: Blueprints, Unreal Engine 5.