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James Callan

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Software Engineer

Education

Swansea University (2018 – 2022)
Bachelor of Science | Software Engineering
First Class Honours

University Modules

Advanced Object Oriented Programming,
Software Testing, Data Representation, Markup
Languages and Web Services

Languages & Technologies Ordered by proficiency

Java, C#, JavaScript, Kotlin, Python, C++, C, HTML.
Git, Unity, Node.js, SQLite, Firebase, Unreal Engine, RESTful Web Services.

Projects

Artemis | Minecraft mod (2023-) | Java

An open source Minecraft mod that I am a member of the development team for. I contribute my own features and fixes as well as review the code for any other contributors and communicate with the other developers about how we approach certain features.
I have added many different features to the mod and fixed various different issues too.

Maze Bounce | Android game (2022-) | Unity, C#

A mobile game I developed myself in Unity and released onto the Google Play Store.
It features thousands of randomly generated levels and thousands of customisation options.
Features in-app purchases with Unity IAP and interstitial and rewarded ads with Google AdMob.
Uses Unity Cloud Save and Google Play Games authentication to backup save data to the cloud and reward the user with achievements.

CC-117 | Discord bot (2023-) | Node.js, JavaScript, SQLite

A Discord bot that reads from a public API and stores the information in a database.
Highly configurable with commands to change almost any feature.
Applies roles to users based on the database.
Displays formatted information based on edited data in the database.

Accessible Codenames | Android game (2021-2022) | Kotlin, Node.js, JavaScript

My third year project for University. I took the board game Codenames and turned it into an Android application with a strong focus on accessibility.
The accessibility features include full colour customisation for the different elements of the app like buttons, background and text and text-to-speech on any text element by performing a held press, or whilst in a game it can read specific words relating to the state of the game.
It features both an offline and online mode using a custom server, so it can be played locally as a replacement to the board game or with anyone with internet access.

Myth Chase | Desktop game (2022) | Unity, C#

The main coursework for my Introduction to Video Games Programming module. I was tasked with making a game in the style of Pac-man with additional features such as multiple levels and playable characters which each featured unique power ups. The game also featured leaderboards and achievements as persisting data.