

# 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.