

# 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

### Maze Bounce

- > An Android puzzle game featuring thousands of randomly generated mazes of different sizes.
- > Thousands of customisation options.
- > Includes cloud saving and achievements.
- > Currently available on Google Play.
- > Utilised: Unity, C#, AdMob, Unity IAP, Unity Cloud Save, Google Play Games.

### 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.

### Artemis

- > An open source Minecraft mod.
- > Added two features. One is a screen to view and edit custom waypoints, the other is a custom screen that replaces a default game GUI.
- > 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