

James Callan

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85 Gwyther Street, Pembroke Dock, SA72 6HE, United Kingdom

Education

Swansea University – First Class Honours

09/18 - 06/22

Bachelor of Science in Software Engineering

Modules: Advanced Object-Oriented Programming, Software Testing, Cryptography and IT-Security, Writing Mobile Apps, Software Engineering Project Planning and Management, Database Systems, Algorithms, Data Representation, Markup Languages and Web Services, Concurrency, Fundamental Mathematics.

Experience

Wynntils – Software Engineer | Java, Architecture API, Git

03/23 – Present

- Independently designed and implemented over 40 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.

ASDA – Order picker

08/21 - 01/22

- Demonstrated strong teamwork and communication skills, working with colleagues to keep on schedule.
- Thrived in a fast-paced environment, managing my time effectively.
- Maintained a high level of accuracy, ensuring the correct products were selected and sorted into the correct container.

Certifications

IBM DevOps and Software Engineering Professional Certificate

- Completed modules 1-5 of 14.

Certificates available on request.

Projects

Maze Bounce – Android Game | C#, Unity

08/22 – 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

01/22 – *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

06/21 - 04/22

- 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.

Technologies & Skills

Programming Languages: Java, C#, JavaScript, Kotlin, Python, C++, C, HTML

Frameworks: Node.js, Discord API, JUnit, Architecture API

Developer Tools: Git, IntelliJ, Unity, SQLite, VS Code, Linux, Google Cloud Platform

Libraries: discord.js, gson

References available on request.