

# James Callan

07592 442621 | [JamCal117@gmail.com](mailto:JamCal117@gmail.com) | [linkedin.com/in/james-callan-979b0b1a2](https://linkedin.com/in/james-callan-979b0b1a2)  
[github.com/ShadowCat117](https://github.com/ShadowCat117) | [shadowcat117.github.io](https://shadowcat117.github.io)

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

## Education

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**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

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**Wynntils – Software Developer** | Java, Architecture API, Git

03/23 – Present

- Independently designed and implemented over 70 features, enhancing the playing experience for users of the mod.
- Resolved more than 90 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

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**IBM DevOps and Software Engineering Professional Certificate**

- Completed modules 1-9 of 15.

Certificates available on request or on my LinkedIn profile.

## Projects

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**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

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**Programming Languages:** Java, C#, JavaScript, Kotlin, Python, C++, C, Rust, 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

**Please consider sending me an email in advance if you plan to contact me via phone so I know to expect your call.**