

# Stephen Alexander McCallum

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## Personal Statement

I am an organised and efficient worker with over 6 years of experience within the creative industry. I excel in working within a collaborative environment but also take initiative when working myself. I enjoy learning new skills and passing any knowledge onto other team members to improve the quality of work produced. I have working knowledge of web development including an understanding of HTML5, SCSS and JavaScript. I am very communicative with members of my team and those outside in order to quickly and effectively solve any problems or improve the quality of work.

I am now seeking to use my software development knowledge and experience in a more established company. I was working within my own game studio Late Panda since 2013 assisting the development of multiple projects. This company was closed as of October 2020 and I am now looking for a more stable position and the chance to build a career within the software development industry.

## Experience

Late Panda Jul '13 - Oct '20	Co-founder and director of the award-winning game studio Late Panda. I worked as a creative director, leading the development team to follow the design concepts. I would create documents that would outline what the final product would be as well as create simple mockups and storyboards of screen layouts to keep the development team on the same page.
Sartorius Oct '21 - Present	I returned once again to Sartorius with Office Angels but was quickly offered a permanent role within their Document Control team. I took this opportunity while informing them of my aspiration to be a Web Designer and I would be actively looking for a role that would suit my experience.
Office Angels Nov '17 - Oct '21	I worked as a temp in many roles including; document control, mailroom, database entry, filing, administration, reception and other general office-based roles.
Roles within Office Angels	Zurich Insurance - A Mailroom assistant - delivered mail around the building and sorted outgoing mail using Royal Mail online service to dispatch, held the position for approximately 2 weeks covering holiday leave
	Caledonian University - Reception - Worked in UHatch reception handling mail for companies within the business accelerator, held the position for two days covering sick leave
	Tennents Caledonian Brewery - Data Entry - Worked in logistics team handling spreadsheets to keep track of products shipped out from breweries owned by Tennents and current stock of all warehouses, held the position for 3 months to cover employee gap
	John Paton and Sons - Reception - I dealt with customers both directly and over the phone to discuss any repairs to their motor vehicles and contact insurance companies when possible, I held the position for 4 weeks

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Sartorius Bio-Outsource - Doc Control, File management - Worked in doc control department until work was split into Doc Control and Admin teams, handled file distribution and issue logs during doc control then focused on scanning and filing documents in admin team, held the position for approximately 9-10 months

Tennents Caledonian Brewery - Reception, mailroom - Returned to Tennents to work within the mailroom and covered reception when necessary, handled telephone calls and incoming and outgoing mail, held the position for 2 weeks to cover sick leave

Sartorius Bio-Outsource - File Management - Returned to the admin team to assist with a backlog of work that had piled up, handled scanning and filing of documents, held the position for approximately 4 weeks

For several years I spent my free time developing short stories and long narratives suitable for games. Over the past decade, I have analysed the software faults and achievements allowing me to make my future projects better.

#### Personal Projects

Apr '10 - current

I have been building my knowledge of programming languages such as Ruby on Rails, PHP, Java and SQL over the past few months.

I have also began to self teach tools useful for Web Designers such as Adobe Photoshop and Figma.

## Academia

University of the  
West of Scotland  
Aug '10 - Jul '14

Computer Games  
Development

BSc (Hons) Second Class

## Skills

#### Software:

Photoshop, Figma, G.I.M.P, Unity, GameMaker, RPG Maker V, Unreal Engine, Eclipse, Visual Basic, Android Studio, Blender, Audacity, Asana, Jira, GIT, bitbucket, MS Office Suite, Hootsuite.

#### Programming Languages:

HTML, CSS, JavaScript, PHP, Ruby, SQL, C#, C++, Java.

#### Interests:

Keeping fit, learning new skills, challenging myself and others, attending gaming events, writing, game development.

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