

Stephen Alexander McCallum

+44 (0) 7476356539

<https://stephen-mcc.github.io/CV>

smccallumcareers@gmail.com

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 to improve the quality of work and the time it takes to complete any given task.

I am now seeking to adapt my game design knowledge and experience to other areas of software development. I have been working within my own game studio Late Panda since 2013 assisting the development of multiple projects. 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 - Present	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 design documents that would outline what the final product would be as well as oversee the development of assets ensuring they kept the same themes and would fit within the entirety of the finished product.
Office Angels Nov '17 - Mar '19	I worked as a temp in many roles including; document control, mailroom, database entry, filing, administration, reception and other general office-based roles.
	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
Roles within Office Angels	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
	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

Drop me an email anytime at smccallumcareers@gmail.com

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 also completed an online course with Shaw Academy to refresh my HTML5 and CSS3 knowledge to better understand any modern practices.

Academia

University of the
West of Scotland
Aug '13 - Jul '14

Computer Games
Development

BSc (Hons) Second Class

Skills

Software:

Unity, GameMaker, RPG Maker V, Unreal Engine, Eclipse, Visual Basic, Android Studio, Blender, Photoshop, G.I.M.P, Audacity, Asana, Jira, GIT, bitbucket, MS Office Suite, Hootsuite. I have experience with payroll software such as brightpay and HMRC's Basic PAYE Tools for creating and sending payslips to HMRC

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 (including 48-hour [game jams](#)).

References – Available on Request

Drop me an email anytime at smccallumcareers@gmail.com