



Callum Copping

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Profile

A highly motivated and adaptable Computer Science graduate with a first-class honours degree from Royal Holloway University of London. Proficient in a wide range of programming languages, including Java, Python, and web technologies, with hands-on experience in game development, system design, and project management. I have a proven track record of excelling in both individual and team-based projects, demonstrated by top marks in my final year game development project and a collaborative web application project. My strong foundation in software engineering is complemented by practical experience in teaching, esports, and leadership roles in university societies. Passionate about continuous learning, I am eager to apply my skills in dynamic and challenging environments.

Education

BSC COMPUTER SCIENCE, Royal Holloway University Of London

September 2020 - June 2024

Computer Science Graduate, achieved a first-class honours across all years of study. Modules covered include:

Object Oriented Programming || Robotics || Software Engineering/Design || Operating Systems || User-Centred-Design (UI/UX) || Algorithms & Complexity || Multi-Dimensional Data Processing || Computer, Network & Information Security || Project & Security Management || Functional Programming & Applications || Software Language Engineering || Various Team Projects

Furthermore, As a part of my degree I completed a final year project, in which I spent a year researching and developing a procedurally generated top down dungeon crawler gamer, resulting in publishing a full playable game, alongside a 20,000 word report.

GCSE's & A-LEVELS, Highcliffe School

September 2013 - June 2020

A-Levels: Computer Science, Maths, Physics and an Extended Project Qualification.

GCSE's: 10 GCSEs in the above subjects, along with English, Geography & Sciences.

Professional experience

After School Programming Teacher, Code Camp

September 2022 – February 2023

- Teaching children from years 1-3 programming in a system similar to scratch developed by code camp.

January 2025 – To Date

- Spearheading the integration of cutting-edge educational technologies (e.g., LMS platforms, coding tools, AI systems, VR) into college curricula, collaborating with faculty to enhance digital literacy and modernize teaching methods. Providing tailored training workshops for staff, troubleshooting technical issues, and optimizing user experience for 1,500+ students through agile resource development and system improvements.

Skills

- Advanced proficiency in Java, Python, and web technologies (HTML, JavaScript).
- Proficient in Godot Game engine, and its language GDScript.
- Deep understanding of object-oriented programming and design patterns.
- Experienced in version control with Git and operating in Linux/Unix environments.
- Strong experience with Agile and Scrum methodologies, with practical experience in test-driven development.
- Demonstrated project management expertise, including leading and delivering projects on time and within scope.
- Skilled in database management and proficient in SQL for complex querying.
- Familiar with computer & network security principles and best practices, as well as security management.
- Knowledgeable in cryptography and cybersecurity concepts.
- Employed since the age of 16, working part-time while in education, experienced in customer service and thriving in team environments.
- Strong problem-solving abilities, particularly in high-pressure or time-constrained situations.
- Rapid learner, adept at acquiring and applying new technical skills.

Hobbies, interests & Achievements

- **Traveling:** Passionate traveller with a love for discovering new cultures and experiences. Recently completed a two-month interrailing journey across Europe, visiting 16 cities. This adventure honed my adaptability, broadened my perspectives, and deepened my appreciation for diverse environments and ways of life.
- **Game Development:** Passionate about game development, I successfully created a polished, fully playable game as my final year project, earning a 95%. This involved extensive research, design, and a comprehensive 20,000-word report. Now after graduating I have begun developing small projects in my spare time as a hobbyist, with hopes of someday producing my own independent game for commercial release.
- **Team Collaboration:** Excelled in collaborative environments, demonstrated by securing a 96% in a team project focused on system design and implementation, where I applied strong project management skills, adhering to scrum and agile methodologies, with my role of producing the bulk of the code for flask backend.

- **Esports:** Member of the Royal Holloway University Overwatch Esports team from 2020-2022, where we achieved a top 10 national ranking. This experience honed my teamwork and strategic thinking in competitive environments.
- **Skateboarding:** Active skateboarder since 2020, involved in local skate communities. Held multiple leadership roles in the RHUL Skate Society from 2021-2024, serving as Diversity and Welfare Officer, President, and Treasurer.