Millen Singh

- Phone: +44 7404225469
- Email: singh-m21@ulster.ac.uk
- LinkedIn: www.linkedin.com/in/singhmillen
- GitHub: https://github.com/milnee

Profile

Second-year Computer Science student seeking a software engineering placement for September 2026. Strong foundation in Java, SQL and backend systems through projects and startup experience. Motivated to contribute to real-world development teams while building professional engineering skills.

Education

Ulster University, Derry~Londonderry Campus
BSc (Hons) Computer Science with Diploma in Professional Practice
2024 – 2028 (Expected)

Year 2 (In Progress): Professional Development, OOP, Mobile App Development, UX, Networks & Security, Cloud Computing, Algorithms & Data Structures

Year 1 (Completed): Software Development I (65%), Systems Analysis & Design (61%), Software Development II (72%), Database Systems (73%, strong SQL & relational database skills), Computer Hardware & Operating Systems (67%), Mathematics for Computing (43%)
Overall Average Grade: 63.5% (2:1)

Experience

Personal Project – Minecraft Java Plugins (2023 – Present)
- Designed and developed server plugins using Java.
- Integrated databases such as MySQL and MongoDB to support different plugin functionality.
- Delivered plugins improving gameplay functionality and server management for online communities.

Interests

- Analytical & testing skills: Enjoy troubleshooting and resolving issues in games and online platforms, identifying root causes and implementing solutions to fix and improve user experience.
- Game development & plugin creation: Continuously exploring new programming techniques by developing custom Minecraft plugins, strengthening problem-solving, coding and project organization skills.
- Fitness & personal development: Committed to regular fitness training developing discipline and time management skills and a goal-oriented mindset to achieve both personal and professional goals.

Projects

Java - Minecraft Plugin Development
- Developed custom Minecraft server plugins in Java to enhance gameplay and control.
- Implemented commands such as /speed, /setspawn, /giveaways with configuration support via config.yml
- Integrated MySQL and MongoDB databases for persistent data storage.
- Improved server stability, performance and player experience through structured code and testing.

FiveM - Script Development (Lua):
• Developed Lua scripts using QBCore framework for FiveM servers.
• Implemented features such as:
 /maxammo - refills ammunition based on player state
 /armour - grants armour to players with permission checks.
• Created a /maxarmour command to grant max armour, including logic to check the current armour of the player alongside support for giving armour to other players (e.g /armour {playerid})
• Gained hands-on experience with event handling and client-side interaction in the QBCore framework.

HTML & CSS:
• Developed multiple websites during A-Levels coursework.
• Built responsive websites using HTML and CSS as part of academic coursework.
• Added interactive features: navigation menus, forms, buttons, media embedding.
• Styled layouts with CSS for colours, fonts, consistency.
• Improved UX with easy navigation and clickable links.

Skills

Programming & Web: Java, C#, Lua
Web: HTML, CSS
Databases: MySQL, MongoDB
Tools & Environments: GitHub, VS Code, IntelliJ, XAMPP, Slack
Concepts: Object-Oriented Programming, Databases, Debugging, Agile Awareness
Strengths: Problem-solving, adaptability, proactive learning, willing to embrace challenges, able to work independently and in teams, with strong attention to detail.
Currently Learning: JavaScript**,** TypeScript, Next.js, AI SDK

References

Mairin Nicell
Ulster University - Senior Lecturer School of
Computing Mail: ma.nicell@ulster.ac.uk
Josh Hannigan
Vercel Software Engineer - AI Cloud Team
Mail: jsh@vercel.com
Ashu Pun
Anywho CEO - OSS Projects
Mail: ashu@afterima.ge