

# Millen Singh

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## 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  
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### Ashu Pun

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