OLIVER CALLAGHAN

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I am friendly, organized and self-motivated with excellent people skills. As a committed athlete I have energy and discipline. I'm fascinated by the visual combination of art and photography within the computing industry. I'm looking for positions such as a Software Engineer, Web Developer or Game Designer. I would welcome the opportunity to work within your team and to be able to justify a role.

SKILLS

- C#, C++, C, Python, Java, Visual Basic, SQL, JSON, JavaScript
- SONY PlayStation 5 Development
- Steam Developer, DirectX11 and DirectX12
- Web Development, HTML, PHP, CSS
- Git Hub Workflow
- Adobe Suite (Photoshop & Premiere Pro) & Blender
- Visual Studio
- Unreal Engine, Unity Engine
- Full UK Driving License

UNIVERSITY

SEPTEMBER 2021 - May 2024

BSc (Hons) COMPUTER SCIENCE for Games (2.1), SHEFFIELD HALLAM UNIVERSITY.

- Developed a Final Year PlayStation 5 Visual Horror Game Engine Group Project
- Completed a Solo Project on Steam Development to produce and publish my own product
- Final year project awarded Republic of Games 2nd for Design and 3rd for Tech.
- Barclay's Game Fest 2024 Presented PS5 projects to industry professionals

SEPTEMBER 2020 - AUGUST 2021

Electrical Engineering & Computer Science Foundation Year, THE UNIVERSITY OF SHEFFIELD

SCHOOL

AUGUST 2020

4 A-LEVEL'S & ACADEMIC AWARD, EPSOM COLLEGE

ART & DESIGN: PHOTOGRAPHY - A*

COMPUTER SCIENCE - B

MATHEMATICS - C

EPQ - Computer Science - A

ART & DESIGN SCHOOLARSHIP, EPSOM COLLEGE

AUGUST 2018

9 GSCE'S & ART SCHOLARSHIP, EPSOM COLLEGE

4 A*'S, 3 A'S, 2 B'S - (Maths A*, Computing A*, English Language 9)

WORK EXPERIENCE

SUMMER 2023

GAME DEVELOPER, STEAM

Developed a top-down shooter game to be published on STEAM in 2024.

SUMMER 2022 - AUGUST & SEPTEMBER

EVENT MANAGEMENT, HARRODS

SUMMER 2022 - JUNE & JULY

HEAD TEACHER, CODE CAMP

Taught and managed afterschool Computer Science clubs for children aged 7 – 12.

SUMMER 2021 - JULY & AUGUST

COMPUTER SCIENCE TEACHER, FUN-TECH

Taught Computer Science and developed a syllabus for children aged 7 – 16, including Python, Java and Unreal Engine.

HOBBIES & INTERESTS

- County Level Cross Country Runner
- Sheffield Hallam Athletics Sprinter
- Guitar Player