Callum Hemingway

Software Engineering Graduate Student

CONTACT
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Portfolio: CalHemingway.Github.Io

Education

Lancaster University (Post Graduate)

2023-Present | **Msc. by Research** Computer Science

Blackpool & The Fylde College in affiliation with Lancaster University

2022-2023 | **Bachelors of Science (First Class Hons.)** Software Engineering (Game Development)

Awarded: 6th July 2023   **Modules:** Advanced Games Programming, AI & Machine Learning, Human Computer Interaction, Innovation and Entrepreneurial Practices

Dissertation: How Barriers to Entry are Lowering within the Games Industry

2020-2022 | **Foundation Degree of Science (Commendation)** Software Engineering (Game Development)

Awarded: 6th July 2022   **Modules:** Software Engineering & Technical Design Documentation, 3D Games Programming, Game Engines Modifications, 3D Rigging and Animation

Blackpool & The Fylde College

2019-2020 | **Pearson BTEC Level 3 Extended Diploma in IT (QCF) with DISTINCTION/MERIT/MERIT.**
Awarded: 1st July 2020

2018-2019 | **Pearson BTEC Level 3 90-credit Diploma in IT (QCF)**
Awarded: 1st July 2019

Experience

CODE GALAXY, BLACKPOOL. CODEGALAXY.CO.UK

02/03/2020- 12/03/2020

About: Whilst this Work Placement was unfortunately cut short due to the beginning of the Covid-19 Epidemic, I worked with Code Galaxy to learn about Web Design and Development.
During my 56 hours of Work Experience, I partook in rudimentary web design in Adobe Photoshop
and performed basic data entry into one of their client's websites.
This was a valuable learning experience in both Web Design and Development and working within a
team/hierarchy to accomplish a set task. I very much enjoyed this work experience.

Customer Sales Assistant- B&M Bargains, Thornton-Cleveleys

April- June 2019

About: I worked to organise and stock shelves, clean the shop floor, assist customers in finding
products and answer any questions that they may have.
This part-time job helped to teach me punctuality, to work in a crowded environment, and to handle
stressful situations with hostile individuals.

About Me - More on my Portfolio Site

I am a 21-year-old MSc. by Research student at Lancaster University, where I am working under Professor Tracy Hall and Doctor Saad Ezzini to develop Natural Language Processing applications to aid developers in working with user feedback.

When I'm not working on my University research, I love to develop indie games. In the few years since I started game development, I have already published one title on Steam, with another being released this December under the banner I've given my hobby projects: "Mischievous Mayhem".

As stressful as releasing your work into the world can be, I believe that the rewards of learning from feedback and observations of user behaviour are the best possible way to improve and push yourself further toward reaching your ultimate goal, to me, that is to become a successful developer with a multitude of projects I can be proud of.

Skills:

Languages: I have experience programming in Python, C#, C++, JavaScript, HTML, CSS, Unreal Blueprint

Applications: Unreal Engine, Unity, Visual Studio, Visual Studio Code, Git/GitHub, Blender, Autodesk, 3DS Max, Adobe Photoshop, FL Studio, Audacity, DaVinci Resolve, and of course, the Microsoft Office Suite.