Calum Breen-Chapman

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Education

City St George's, University of London   **London**
Computer Science BSc   **Sept 2025 – Current**
Modules: Programming in java, Databases, Operating Systems, System Architecture, Introduction to Algorithms
Roles: Formula Student Software Team

Wilmington Grammar Sixth Form   Wilmington
A Level: Computer Science grade B, Maths grade B, Further Maths grade C, Physics grade C   **Sept 2023 – Aug 2025**
Roles: Computer Science Representative and Scholar Student

Wilmington Grammar School for Boys   **Wilmington**
GCSE: 9-5, including Computer Science 9, Maths 9, English Language 5   **Sept 2018 – Aug 2023**
Roles: School Prefect

Technical Skills

Proficiency in Python, C++, Java, Git/GitHub, React with typescript, tailwind CSS, HTML

Experience

HMV   **Bluewater, Greenhithe**
Sales Assistant   **Aug 2023 – Current**
- Displayed effective teamwork skills in a fast paced, customer driven retail environment, consistently meeting customer needs using clear communication skills
- Developed a strong punctuality and reliability through regular adherence to schedules

Anthony Nolan Charity   **London**
Software Development Work Experience Placement   **July 2024**
- Gained hands-on experience with Agile development workflows using Jira tickets, efficiently tracking tasks and progress
- Contributed to website form development through Jira tracked task, using React and TypeScript, as well as successfully implementing Microsoft Azure application insights
- Utilised self-taught C# skills to assist the development of a backend staff organisation program
- Communicated progress and tackled problems in daily development team standups and weekly end of sprint meetings

Firmdale Hotels   **London**
IT Work Experience Placement   **July 2022**
- Resolved software and hardware issues, such as troubleshooting a receipt printer not responding on the network
- Developed an understanding of using Lansweeper, monitoring devices on the network and carrying out issue detection
- Gained an awareness of server hardware, including setup, maintenance, and diagnosing issues

Projects and Achievements

Game Development, Dark Disillusion   [Link to archived version of game](#)   **Release Nov 2021**
Lead Programmer

- Acquired experience with Unreal Engine 4 (blueprint development), successfully designing and developing game environments and stages, as well as debugging
- Examples of systems built: Enemy logic, Graphics settings, Mini Map, Key game events/objectives
- Strengthened project management skills by effectively setting and meeting deadlines, discussing goals with team members
- Game reached 6000+ downloads during its lifespan Nov 2021 – Mar 2024

City St George's Racing Formula Student Website, [csg.racing](#)   **Oct 2025 – Present**
Lead Web Developer

- Collaborated with marketing team to create the team's informative and concise website, including integrated social media widgets, increasing reach
- Used modern technologies such as Next.JS framework with react typescript and tailwind CSS
- Deployed site to Vercel using the git repository with deployment and test branches

Game Development, Java Racing Game   **Jan 2026-Present**
Lead Developer

- Creating a java game using City St Georges University physics engine based of jbox2d
- Proper encapsulation of game components for easier future maintainability
- Smart Rendering of 2d sprites in order to give a 3d like environment
- Calculations for vehicle acceleration code

Game Development, Untitled Fighter Game   **Feb 2024 – April 2025**
Lead Developer

- Used the unity game engine in order to create a 2d fighter game
- Allowed development of c# skills for game development
- Included local multiplayer gameplay via keyboard and mouse input or connected controllers requiring extra scripting to assign inputs to various game objects
- Created menu UI for easy access to game settings and core gameplay