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🌐 https://chanelmorgan.github.io/Portfolio2DGame/

📍 Great Yarmouth, Norfolk

🔗 LinkedIn GitHub

CHANEL MORGAN
SOFTWARE ENGINEER

SKILLS

- **Programming:** Java, Python, C/C++, Javascript, HTML/CSS
- **Databases:** SQL, MongoDB
- **Web Development:** HTML/CSS, React, Node.js, Express.js, Flask , Bootstrap
- **DevOps and CI/CD:** Docker, Git, GitHub, GitLab
- **Software Development Tools:** Intellij IDEA, Eclipse, Visual Studio Code
- **Testing Frameworks:** JUnit, Mocha
- **Version Control:** SVN, Git
- **Agile**: Scrum, Kanban
- **Other:** Jira, Confluence, Continuous Integration / Continuous Deployment (CI/CD)

CERTIFICATIONS

Project Management Fundamentals - Coursea
Version Control Systems - Coursea
Agile Software Development - Coursea

EDUCATION

University of East Anglia (UEA)   2021 - 2025
Predicted First
BSC in Computing Sciences with a Year Industry

East Norfolk Sixth Form College   2019 - 2021
A-Level Biology: A
A-Level: Chemistry: B
A-Level: Mathematics: A

Lynn Grove Academy   2014 - 2019
Science: 9-9, Mathematics: 8, English literature: 7, English Language: 7, Business: 8, Geography: 8, Photography: 9

REFERENCES

Chris Blade
Airbus Defence and Space
Email : Chris.Blade@airbus.com

Gavin Crawley
University of East Anglia
Email : G.Crawley@uea.ac.uk

Lauren Empson
McDonald's
Email : lauren@kfoleyltd.co.uk

ABOUT ME

I am a **self-driven** and **motivated** software engineer with a BSc in Computing Sciences and a solid foundation in programming, algorithms, and software methodologies. With one year of **professional experience** coding, debugging, and **collaborating** in an Agile team, I thrive in challenging roles that require **problem-solving** and **teamwork** to deliver high-quality results. Proficient in Python, Java, JavaScript, and C++, I am passionate about continuous learning and development. Notable projects include developing internal tools at Airbus and deploying a website for a dance company. As a **confident communicator** with **strong analytical skills**, I ensure clarity in my actions and expectations, enjoying the process of discovering solutions.

WORK EXPERIENCE

July 2023- August 2024
Airbus Defence and Space | Stevenage

Software Developer Intern

- Developed scripts and tools for internal data management, aiding data architects.
- Optimised data retrieval and streamlined workflows for data architects.
- Acted as **Scrum Master** in daily **Agile** stand-ups, ensuring clear **communication** and **collaboration**.
- Spearheaded creation of critical tools, significantly improving decoding of raw hex values.
- Architected solutions to streamline data workflows, enhancing internal data handling.
- Designed, developed, and **debugged** scripts for government-backed projects.
- Defined and revised technical **documentation**, test reports, and specifications.
- Built numerous **Java** scripts using **object-oriented** and **functional** approaches.
- Gained extensive software development experience in real-world industry settings.
- Demonstrated strong **communication** skills through **pair programming** and project meetings.

July 2019 – Present
McDonald's | | Great Yarmouth

Crew Member

- Strong **teamwork** and **communication** skills by collaborating with colleagues to ensure efficient service delivery in a fast-paced environment.
- **Problem-solving** abilities by addressing customer concerns swiftly and effectively.
- Strengthen my **leadership** skills as regularly being appointed area leader where I direct and monitor other crew members stations.
- This experience has equipped me with a strong **work ethic**, **attention to detail** and the **capacity to thrive under pressure**, all of which are transferable to a software engineering role.

PROJECTS

Harmony Steps & Ellie Morgan Hair Websites
Engineered a Flask-based backend application with robust server-side functionality and a ReactJS frontend with a responsive user interface, demonstrating proficiency in both Python and modern JavaScript frameworks.

Flappy Bird AI | Python
It uses Neuroevolution of Augmenting Topologies (NEAT), an evolutionary algorithm that trains an AI to play a game through multiple iterations. In each generation, the algorithm selects the best-performing agents and breeds them together. The goal was to enable the AI to complete the game of Flappy Bird.

Planet Simulation | Python
Developed a simulation depicting the orbits of three planets. Utilized fundamental physics equations to accurately calculate and model their trajectories, demonstrating a solid understanding of orbital mechanics and computational simulation.