CHANEL MORGAN

SOFTWARE DEVELOPER

Pofile

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.

EXPERIENCE

INTERN SOFTWARE DEVELOPER

Airbus Defence and Space

July 2023 - August 2024

- 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.

ASSOCIATE TUTOR

University of East Anglia

Sept 2024 - Present

- Assisted in delivering lab sessions, guiding students on topics including Agile vs.
 Waterfall, use cases, requirements, ethics, and security.
- Monitored and recorded student attendance and engagement across multiple small groups
- Provided timely feedback on student work and answered queries related to lab tasks and course material.
- Collaborated with faculty members and other Associate Tutors to ensure smooth lab operations and effective student support.
- Helped facilitate discussions and **problem-solving** during lab exercises, promoting a hands-on learning environment.

07479 501 653

chanelmorgan05@icloud.com



Great Yarmouth, Norfolk



chanelmorgan.co.uk



LinkedIn GitHub

EDUCATION

EAST NORFOLK SIXTH FORM COLLEGE

2019 - 2021

A-Level Biology: A A-Level: Chemistry: B A-Level: Mathematics: A

UNIVERSITY OF EAST ANGLIA (UEA) 2021 - 2

2021 - 2025

Predicted First BSC in Computing Sciences with a Year Industry

SKILLS

- Web Design
- Design Thinking
- Wireframe Creation
- · Front End Coding
- Problem-Solving
- Computer Literacy
- Project Management Tools
- Strong Communication
- Java
- Python
- C/C++
- JavaScript: NodeJs, ExpressJS,
 React
- Databases: SQL, MongoDB

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CREW MEBER

McDonald's

July 2019 - Present

- 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 serverside functionality and a ReactJS frontend with a responsive user interface, demonstrating proficiency in both Python and modern JavaScript frameworks.

FLAPPY BIRD ALL 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 L 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.

- Jira
- Confluence
- XML
- Agile: scrum and Kanban
- Continuous Integration (CI/CD)
- Unit testing: Junit, mocha
- Docker
- Git
- SVN
- Github/Gitlab
- Software tools: Intellij IDEA, Eclipse,
 Visual Studio Code

CERTIFICATIONS

PROJECT MANAGEMENT FUNDAMENTALS

Coursea

VERSION CONTROL SYSTEMS

Coursea

AGILE SOFTWARE DEVELOPMENT

Coursea

REFERENCES

CHRIS BLADE

Airbus Defence and Space

Chris.Blade@airbus.com

ELEANOR LEIST

University of East Anglia

e.leist@uea.ac.uk

LAUREN EMPSON

McDonald's

lauren@kfoleyltd.co.uk