

DAN HOANG CHAMPION

Software Engineer

SUMMARY

I am a passionate Full-Stack Developer with over two years of experience, specializing in Web Development. I thrive in collaborative environments, developing scalable, user-centric applications that deliver impactful and seamless experiences. In my free time, I expand my creativity and skills by working on innovative projects with the latest technologies.

EXPERIENCES

Software Engineer

Amadeus IT Group

2023 - Present | London, UK

- Handled customer interactions, product maintenance, and acted upon critical issues swiftly, ensuring timely delivery of project goals and high-quality service for self-service check-in products.
- Collaborated effectively within the team, department and across departments to deliver integrated solutions and share knowledge.
- Took on the responsibility of being the primary technical point of contact for six different products, providing guidance and resolving technical challenges.
- Earned "Exceeding Expectations" in performance review within the first year, and received multiple awards for outstanding performance and contributions to the team.

Software Engineer Intern

Waters Corporation

2022 | Newcastle Upon Tyne, UK

- Created a convenient web app service which allowed Waters employees to view lab processes from outside the research lab and view updates via email & mobile notifications.
- Collaborated with 2 other interns and a product owner using Agile (Scrum) methodology, including weekly Sprint reviews and daily Stand-ups.
- Developed good software engineering practices such as Continuous Integration and Deployment through GitHub actions, which ran end-to-end, unit and accessibility testing and deployed to both development and production builds on Azure.

Lead Developer & Game Designer

Durham University

2021 - 2022 | Durham, UK

- Worked with a client from IBM to develop a VR game for new Durham students using Unity and IBM's Watson AI.
- Collaborated with four other members and held weekly meetings to discuss ideas, deadlines and task delegation.
- Designed innovative game rules and models, focusing on the best user experience.
- Documented progress and reflected on prototypes and teamwork.

EDUCATION

BSc Computer Science (First-class honours)

Durham University

2020 - 2023 | Durham, UK

International Baccalaureate

The British International School

2018 - 2020 | Ho Chi Minh City, Vietnam

CONTACTS

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SKILLS

Technical

Javascript	C#
Typescript	C++
React	Python
Next.js	Django
Angular	Supabase
HTML	MongoDB
CSS/SCSS	SQL
Git	Unity
Jenkins	Godot
Jest	Cypress

Others

Photoshop	Figma
GIMP	First-Aid

INTERESTS

Volleyball, tennis, film, gaming, gym, programming, ukulele, screenwriting

LANGUAGES

English (Native)
Vietnamese (Native)
French (Intermediate)