

Alex Lovelock

Software Engineer

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Full UK drivers license and
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References

References can be provided on
request

Summary

I'm a Software Engineer with experience delivering production systems across retail, logistics, and enterprise environments. After graduating with a First-Class Honours B.Sc. in Computing, I've worked in professional teams building robust C#, .NET, and SQL Server applications used in real operational settings.

I enjoy taking ideas from concept to production, writing clean, reliable code, and optimising performance. My work spans API integration, data-driven design, and cross-platform authentication. I thrive in small, collaborative teams where communication and attention to detail make the difference.

Naturally curious, I'm always learning new technologies and refining existing ones. Outside of work, I enjoy creating personal software projects, experimenting with 3D printing, and playing games with friends.

Selected Software Work

Media Kit Manager
Created a bespoke ASP.NET Razor Pages and SQL Server-based equipment rental and inventory system for Farnborough College of Technology. Integrated Microsoft Identity, GraphAPI, and Bootstrap for role-based access and a modern, responsive interface.

RenderLab
Built a full-stack React.js, Node.js, and MongoDB web application for a 3D configurator platform. Implemented dynamic asset handling to process and render 3D models and materials directly in the browser, with responsive layouts built using Tailwind CSS.

Voxel Engine
Developing a custom voxel engine in Godot, featuring multithreaded chunk generation, noise-based world creation, and optimised mesh building. Focused on performance, procedural generation, and low-level systems design.

Technical Skills

Languages & Frameworks: C#, .NET, JavaScript, Python, SQL, HTML, CSS, GDScript
Web Technologies: ASP.NET Razor Pages, React.js, Django, Node.js, Bootstrap, Tailwind CSS
Databases & Infrastructure: SQL Server, PostgreSQL, MongoDB, Azure
Tools & Environments: Visual Studio, VS Code, Git/GitHub, Atlassian (Jira, BitBucket), CI/CD Pipelines, Auth0
Engines & Others: Godot, Unity, Unreal Engine 5, Blender
Experienced developing desktop and web applications across full-stack environments, integrating APIs, and maintaining production systems in .NET, React, and SQL-based stacks.

Work Experience

- Futura Retail Solutions** - Software Engineer | March 2025 - Present
- Overhauled authentication and API systems using Auth0, implementing organisation-based access control, JWT validation, and a new user structure across multiple applications.
 - Developed Android apps in Xamarin and .NET MAUI, integrating with backend services and authentication frameworks.
 - Delivered clean, reliable code using C#, .NET, and Entity Framework with SQL Server and IIS, designing and implementing RESTful API endpoints focused on scalability, performance, and maintainability.
- Consillion EMEA** - Software Engineer | September 2024 - February 2025
- Developed C#/.NET software for hardware testing, including a Module Tester Utility communicating via serial (COM) ports.
 - Automated diagnostics and validation processes, reducing QA time and improving hardware test consistency.
 - Maintained and optimised embedded software across multiple systems.

Education

- B.Sc. Computing, First Class Honours, University of Surrey 09/2023 - 06/2024
Modules: System Integration, Real-Time Embedded Systems, Advanced Networking, Artificial Intelligence, Software Development
- HND Computing, Merit, University Centre Farnborough 09/2022 - 06/2023
Modules: Prototyping, Network Management, Operating Systems (Linux), Application Development, API Programming.
- HNC Computing, Merit, University Centre Farnborough 09/2021 - 06/2022
Modules: Project Management, Networking, Programming, Cybersecurity, SDLC Techniques