Alfred Jijo

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PROFESSIONAL SUMMARY

Second Year Software Engineering Student with a strong foundation in systems programming, Java (OOP), and collaborative development. Co-lead of an large cross functional team, demonstrating the "team player" mindset central to Apadmi's culture. Experienced in Agile workflows, rigorous testing, and solving complex integration problems. Eager to join the Apadmi 2026 Placement Scheme to transition strong technical fundamentals into building innovative digital solutions for top tier clients.

LEADERSHIP & TEAM EXPERIENCE

Software Engineering Team (SET) – Co-Lead Liverpool John Moores University
Project Hyperion – Automated Sky Monitoring System Oct 2025 – Present

- Co-leading an 18 person team across hardware and software engineering streams. Coordinating design and development in a structure mirroring Agile groups.
- Mentored team members on software engineering best practices, code organisation, and debugging techniques fostering an open and supportive team environment.
- Integrated Raspberry Pi hardware with Pi Camera modules and remote server communications, demonstrating the ability to deliver complex technical solutions.

KEY SOFTWARE PROJECTS

Hotel Room Tax System University Coursework
Java, Object Oriented Design, JUnit Score: 93% (First-Class)

- Designed a robust Java console application managing bookings and tax calculations, demonstrating mastery of OOP principles (Inheritance, Polymorphism) essential for modern app development.
- Implemented comprehensive exception handling and data persistence to ensure application stability.
- Validated logic through rigorous testing scenarios, achieving a near perfect score for code quality.

UK Road Performance Data System University Group Project
Java, Agile Methodology, Data Processing Score: 73% (First-Class)

- Collaborated in an Agile team to build a Java application for analyzing large transportation datasets.
- Participated in sprint cycles, code reviews, and collaborative problem solving, gaining practical experience relevant to Apadmi's "Superhero Scrapbook" project workflows.

ASMR-Lang – Compiler & Interpreter HackNotts '25
Systems Programming, Rapid Prototyping GitHub | Devpost

- Co-designed and prototyped a functional esoteric programming language in a 24-hour hackathon environment.
- Utilized Git for rapid feature integration with teammates, implementing lexical analysis and bytecode generation under strict time constraints.
- Demonstrated an "Up for the Challenge" mindset by almost tackling complex compiler theory concepts and delivering a working Interpreter for a proof of concept.

warden.h – Memory Allocator Library Personal Project
C99, Performance Optimisation, Systems Architecture Codeberg

- Designed a single header library for region based memory management, achieving O(1) allocation performance.
- Engineered for resource constrained environments, a skill directly transferable to optimizing mobile applications for battery and memory efficiency.

Synthethsia - Embedded Music Visualiser Personal Project
C++, Real Time Systems, Performance Architecture Gitlab

- Engineered a high performance C++ audio engine, implementing real time signal processing (FFT) with strict latency constraints (<50ms).
- Demonstrated advanced memory management by optimizing for 2KB RAM environments; a discipline directly applicable to writing efficient, battery conscious mobile applications.
- Architected a modular Hardware Abstraction Layer (HAL) to decouple core logic from platform specifics, ensuring code portability and clean separation of concerns.

EDUCATION

Liverpool John Moores University   Liverpool, England
BSc (Hons) Software Engineering   Expected: June 2027

Key modules: Data Structures & Algorithms, Software Engineering Principles (Agile/Scrum), Database Systems, Mobile & Web Development.

Cronton Sixth Form College   Widnes, England
A-Level: Computer Science, Mathematics, Physics   Graduated: June 2024

Relevant modules: Data Structures & Algorithms, Computing Systems, Databases & SQL.

TECHNICAL SKILLS

Languages: Java, C, C++, Python, SQL, Go
Mobile & Web Interest: Actively upskilling in Swift & Kotlin; Server side Development with PHP
Core Concepts: Data Structures & Algorithms, Memory Management, Concurrency, Unit Testing, OOP
Tools & Agile: Git, Trello, JUnit, CMake, Make, GDB, Valgrind, Linux, Win32 API
Hardware: Raspberry Pi, Arduino, Serial Comms, Hardware Interfacing

SOFT SKILLS

Leadership: Co-lead of an 18-person engineering team; skilled in coordinating diverse technical streams.
Agile Collaboration: Experienced in sprint cycles, pull request reviews, and iterative feedback loops.
Mentorship: passionate about sharing knowledge; mentored juniors on debugging and code quality.
Problem Solving: Strong analytical thinker capable of resolving complex system failures under pressure.

LICENSES & CERTIFICATIONS

Driving: Full Manual UK Driving Licence