



Alfie Atkinson

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SKILLS

Programming Languages: Python, JavaScript, TypeScript, C++ , C#

Web Development: React, Next.js, TailwindCSS, Django, Flask, Node.js, Express.js, RESTful APIs, Redux, Redis

Cloud & DevOps: Git, Agile, PostgreSQL, MongoDB, Azure, Docker, Kubernetes, SDLC, CI/CD, Vercel

EXPERIENCE

Synx Games

Feb 2025 – Present

Software Engineer (Internship)

Lincoln, UK

- Co-led the planning and development of a multiplayer Roblox game from scratch, delivering a functional MVP in 8 weeks with core gameplay systems and UI built in TypeScript, React, and the Knit framework.
- Drove the development of a £500,000 Roblox Creator Fund application, creating pitch materials, timelines, and milestone plans to showcase long-term viability, player retention, and monetisation strategy.
- Established and managed an Agile workflow — implementing a kanban board, scoped tickets, and structured sprints — for focused delivery in a 2-person team, resulting in timely milestone delivery.

B-Hive Innovations

May 2024 – Sept 2024

Field Trials Technician (Temporary Contract)

Lincoln, UK

- Identified and resolved 8 critical reliability issues in Python-based applications for the TuberScan Venture project, leading to accurate data collection and improving result accuracy by 30%.
- Enhanced data collection processes by automating data processing and validation pipelines, reducing manual errors to 0 and saving up to 5 hours of work per week spent fixing errors.
- Collaborated in an Agile, Scrum-based environment with a team of 8, using kanban for task tracking and Git for version control to improve productivity, meeting over 95% of sprint objectives.

Dollar Jeans

Jan 2023 – Mar 2024

E-Commerce Technician

Lincoln, UK

- Managed an SQL database of 15,000+ products across eBay, Amazon, and Shopify, automating inventory updates for seamless synchronisation across platforms and generation of sales analytics for business insights.
- Optimised the product listing process by creating a Python script to automate generation of product descriptions, reducing average listing time by 50% and saving up to 8 hours of work per week.

PROJECTS

Personal Portfolio Website

Jan 2025 – Present

- Developed a responsive, high-performance portfolio website using React, TypeScript, TailwindCSS, deployed on Vercel, garnering 200+ visitors and 1000+ page views within the first month.
- Optimised website performance with a 1.29s First Contentful Paint, 1.64s Largest Contentful Paint, and 8ms Interaction to Next Paint, leveraging Vite, lazy loading, suspense, and tree shaking.
- Migrated the website to Next.js with server-side rendering, reducing Cumulative Layout Shift and Time to First Byte from 0.46 and 2.4s to 0.001 and 0.13s respectively.

Library Management System

Oct 2024 – Jan 2025

- Engineered a console library management system in C++ with CRUD operations and JSON data persistence.
- Implemented 40+ unit tests using Catch2 to facilitate continuous integration and Test-Driven Development.
- Integrated multithreading and socket-based networking, enabling concurrent user interactions and remote access.

Sentiment Analysis Tool

Sept 2023 – May 2024

- Designed and implemented a sentiment analysis tool in Python leveraging BERT to process social media data, delivering sentiment predictions with 86.95% accuracy, furthering to 95% with k-fold cross-validation enabled.
- Optimised data pipelines with Pandas and NumPy, improving processing speed by up to 80% on large datasets.

EDUCATION

University of Lincoln – MSc Computer Science: T.B.C. (86% Average)

Sept 2025

University of Lincoln – BSc Computer Science: First Class with Honours

May 2024

COURSES & CERTIFICATIONS

IBM – Full Stack Software Developer Professional Certificate

Sept 2024 – Present

IBM – DevOps and Software Engineering Professional Certificate

Sept 2024 – Present

AWARDS

University of Lincoln – The Lincoln Award

Sept 2024 – Mar 2025