



# Alfie Atkinson

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## EXPERIENCE

### Synx Games

Software Engineer (Internship)

Feb 2025 – Present

Lincoln, UK

- Developing a brand-new Roblox experience from scratch, collaborating with another developer to ideate, design, and implement the game mechanics, user interface, and core features using TypeScript and React.
- Creating the game's business strategy and marketing plan, aligning the game's gameplay loop and progression system with monetisation opportunities to support sustainability, player engagement, and growth.
- Testing the game's performance, gathering and analysing player feedback in a closed beta to iteratively identify and fix bugs, improve user experience, and balance game mechanics.

### B-Hive Innovations

Field Trials Technician (Temporary Contract)

May 2024 – Sept 2024

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

E-Commerce Technician

Jan 2023 – Mar 2024

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 – Feb 2025

- Designed and prototyped a responsive personal portfolio website using JavaScript and React.
- Implemented a CI/CD pipeline with Vercel, automating deployment with every push to main on GitHub.

### Library Management System

Oct 2024 – Jan 2025

- Developed a console-based 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.

## SKILLS

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

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

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

## 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

**Forage** – Blackbird Australia: Software Engineering Job Simulation

Feb 2025

## AWARDS

**University of Lincoln** – The Lincoln Award

Sept 2024 – Present