Alfie Atkinson

+44 7902 373715 | career@alfieatkinson.dev | alfieatkinson.dev

in linkedin.com/in/alfieatkinson | github.com/alfieatkinson

EXPERIENCE

Synx Games [⊕]   *Feb 2025 – Present*
Software Engineer (Internship)   *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.

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, Tree Shaking, and Husky pre-commit hooks for clean code.

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.

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

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 – Mar 2025*