Alfie Atkinson

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England, United Kingdom

EDUCATION

• **University of Lincoln** — *September 2024 – September 2025*
Master of Science in Computer Science: T.B.C (Current Average: 86%) — Lincoln, UK

• **University of Lincoln** — *September 2021 – May 2024*
Bachelor of Science in Computer Science: First Class with Honours — Lincoln, UK

EXPERIENCE

• **Synx Games [⊕]** — *February 2025 – Present*
Software Engineer (Internship) — Lincoln, UK
  ◦ Developed a brand-new Roblox experience from scratch, collaborating with another developer to ideate, design, and implement the game mechanics, user interface, and core features.
  ◦ Created the game's business strategy and marketing plan, aligning the game's progression system with monetisation opportunities to ensure sustainability and player growth.
  ◦ Tested the game's performance, gathering player feedback in a closed beta to iteratively identify and fix bugs, improve user experience, and balance game mechanics.

• **B-Hive Innovations [⊕]** — *May 2024 – September 2024*
Field Trials Technician (Temporary Contract) — Lincoln, UK
  ◦ Identified and resolved 8 critical reliability issues in Python-based applications for the TuberScan Venture project, ensuring accurate data collection and improving result accuracy by 30%.
  ◦ Collaborated in an Agile, Scrum-based environment with a team of 8, using Jira for task tracking and Bitbucket for version control, to improve productivity and meet project deadlines.
  ◦ Enhanced data collection processes by automating data validation protocols, reducing manual errors to 0 and saving up to 4 hours of work per week.

• **Dollar Jeans [⊕]** — *January 2023 – March 2024*
E-Commerce Technician — Lincoln, UK
  ◦ Managed an SQL database of 15,000+ products across eBay, Amazon, and Shopify, automating inventory updates and ensuring seamless synchronisation across platforms.
  ◦ Optimised the product listing process by creating a Python script to automate the generation of product descriptions, reducing average listing time by 50%.

PROJECTS

• **Library Management System (C++)** — *October 2024 – January 2025*
  ◦ Implemented a console-based library management system with CRUD operations and JSON data persistence. [⬡]
  ◦ Implemented 40+ unit tests using Catch2, incorporating Test-Driven Development (TDD) to ensure reliable functionality and prevent bugs before production.
  ◦ Integrated multithreading and socket-based networking, enabling concurrent user interactions and remote access for a multi-user experience.

• **Sentiment Analysis Tool (Python)** — *September 2023 – May 2024*
  ◦ Designed and implemented a sentiment analysis tool 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

• **Languages & Frameworks:** Python, JavaScript/TypeScript, C++, Django, React, Node.js, SQL, TailwindCSS
• **Cloud & DevOps:** Azure, Agile, Docker, Kubernetes, OpenShift, Git, CI/CD, SDLC
• **Software Development:** Version Control, Algorithms, OOP, TDD, A/B Testing, UX/UI Design
• **Other Tools & Technologies:** Unix/Linux, Bash, RESTful APIs, LaTeX, VS Code, Vercel, Heroku

COURSES & CERTIFICATIONS

• **IBM:** Full Stack Software Developer Professional Certificate — *September 2024 – September 2025*
• **IBM:** DevOps and Software Engineering Professional Certificate — *September 2024 – March 2025*
• **Forage:** Blackbird Australia - Software Engineering Job Simulation — *February 2025*

AWARDS

• **University of Lincoln:** The Lincoln Award — *September 2024 – February 2025*