



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.

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 – 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.
- Reduced Cumulative Layout Shift and Time to First Byte from 0.46 and 2.4s to 0.001 and 0.13s respectively, by implementing lazy loading, suspense, and server-side rendering by migrating to Next.js.

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