


Alfie Atkinson

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

 [linkedin.com/in/alfieatkinson](https://www.linkedin.com/in/alfieatkinson) |  github.com/alfieatkinson


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

- 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, 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

Forage – Blackbird Australia: Software Engineering Job Simulation Feb 2025

AWARDS

University of Lincoln – The Lincoln Award Sept 2024 – Mar 2025