Alfie Atkinson

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England, United Kingdom

EDUCATION

- **University of Lincoln** – MSc Computer Science: T.B.C. (86% Average)   *September 2025*
- **University of Lincoln** – BSc Computer Science: First Class with Honours   *May 2024*

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 using TypeScript and React.
  - Created the game's business strategy and marketing plan, aligning the game's progression system with monetisation opportunities to support 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, leading to 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 for 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*
  - Developed a console-based library management system with CRUD operations and JSON data persistence.   [⬤]
  - Implemented 40+ unit tests using Catch2, incorporating Test-Driven Development (TDD) for 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

- **Programming:** Python, C++, JavaScript, TypeScript, C#, Flask, React, Next.js, TailwindCSS, Django, Node.js
- **DevOps:** PostgreSQL, MongoDB, Azure, AWS, Agile, Docker, Kubernetes, SDLC, CI/CD, Vercel, Heroku
- **Other:** Git, Bash, RESTful APIs, Test-Driven Development, A/B Testing, UI/UX Design, TensorFlow, OpenCV

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*