

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
 - 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) 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