



Alfie Atkinson




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

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
 - 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.
 - Creating the game's business strategy and marketing plan, aligning the game's gameplay loop and progression system with monetisation opportunities to support sustainability, player engagement, and growth.
 - Testing the game's performance, gathering and analysing 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%.
 - Enhanced data collection processes by automating data processing and validation pipelines, reducing manual errors to effectively 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 and meet sprint objectives over 95% of the time.
- **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 and generation of sales analytics for business insights.
 - Optimised the product listing process by creating a Python script to automate the generation of product descriptions and titles, reducing average listing time by 50% and saving up to 8 hours of work per week.

PROJECTS

- **Personal Portfolio Website (React)** January 2025 – February 2025 
 - Designed and prototyped a responsive personal portfolio website using JavaScript and React.
 - Implemented a CI/CD pipeline with Vercel, automating deployment with every push to main on GitHub.
- **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 to facilitate continuous integration and Test-Driven Development.
 - Integrated multithreading and socket-based networking, enabling concurrent user interactions and remote access.
- **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 Languages:** Python, JavaScript, TypeScript, C++, C#
- **Web Development:** React, Next.js, TailwindCSS, Django, Flask, Node.js, Express.js, RESTful APIs
- **Cloud & DevOps:** Git, MySQL, MongoDB, Azure, Docker, Kubernetes, CI/CD, Vercel, Agile, SDLC

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