Alfie Atkinson

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Lincoln, Lincolnshire, United Kingdom

PROFESSIONAL SUMMARY

Postgraduate Full-Stack Software Engineer with expertise in **Python**, **JavaScript/TypeScript**, and **SQL**, alongside hands-on experience with frameworks such as **Django**, **Flask**, and the **MERN** stack. Proven ability to deliver optimised solutions, troubleshoot complex issues, and contribute to **Agile** teams. Strong understanding of version control with **Git**, **DevOps** practices, **CI/CD** pipelines, and **cloud technologies**.

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

EXPERIENCE

• Synx Games [

February 2025 – July 2025

Software Engineering Intern

Lincoln, UK

- Engineered a new Roblox experience using TypeScript and React, contributing to both frontend and game logic.
- Designed, tested, and refined UGC (User-Generated Content) products by collaborating closely with developers and stakeholders.
- B-Hive Innovations []

May 2024 – September 2024

Field Trials Technician (Temporary)

Lincoln, UK

- Developed and debugged Python software applications for the TuberScan Venture project, resolving 8 critical reliability issues disrupting data collection and compromising the accuracy of results.
- Leveraged Agile, Scrum, Jira, and BitBucket within a small team to collaborate and manage tasks.

• Dollar Jeans [🏶]

January 2023 – March 2024

Lincoln, UK

• Managed an SQL database of 15,000+ products, syncing items across platforms like eBay, Amazon, and Shopify.

EDUCATION

• University of Lincoln

E-Commerce Technician

September 2024 – September 2025

Lincoln, UK

- *Master of Science in Computer Science* **Classification:** T.B.C (Current Average: 86%)
- Activities & Societies: Computer Science Society
- University of Lincoln

September 2021 – May 2024

Lincoln, UK

- Bachelor of Science in Computer Science
 Classification: First Class with Honours
- Activities & Societies: Computer Science Society, UKIEPC Participant

PROJECTS

• Library Management System (C++)

October 2024 – January 2025

- Implemented a console-based library management system with CRUD operations and JSON data persistence.
- Utilised Test-Driven Development with 40+ unit tests using Catch2 to prevent issues in advance.
- Integrated multithreading and networking (using sockets) to enable concurrent user operations and remote interactions for a multi-user experience.

• Sentiment Analysis Tool (Python)

September 2023 – May 2024

- Developed a deep-learning sentiment analysis tool with Python, using BERT to process social media data.
- o Optimised data pipelines with Pandas and NumPy, improving processing speed by up to 80% on large datasets.

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