

Alfie Atkinson

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EDUCATION

University of Lincoln – M.Sc. Computer Science: Predicted Distinction (86% Average) <i>Key Modules: Software Engineering, Programming Principles, Cyber Security, Machine Learning, Computer Vision</i>	Sept 2025
University of Lincoln – B.Sc. Computer Science: First Class with Honours <i>Key Modules: Team Software Engineering, Advanced Programming, Databases, Cloud Computing, User-Experience Design</i>	May 2024

EXPERIENCE

Students' Union Management System <i>Front-End Web Developer</i>	July 2025 – Present Lincoln, UK
Synx Games <i>Software Engineer (Internship)</i>	Feb 2025 – June 2025 Lincoln, UK
<ul style="list-style-type: none">Co-led the end-to-end development of a multiplayer Roblox game from scratch, delivering a functional prototype in 8 weeks with core gameplay systems and UI built in TypeScript, React, and the Knit framework.Led a £500,000 Roblox Creator Fund application with pitch decks, timelines, and retention/monetisation plans.	

B-Hive Innovations <i>Software & Data Technician (Internship)</i>	May 2024 – Sept 2024 Lincoln, UK
<ul style="list-style-type: none">Diagnosed and resolved 8 critical reliability issues in Python-based applications for the TuberScan Venture project, improving data accuracy by 30% and ensuring accurate data collection for training machine-learning models.Enhanced data collection processes by automating data processing and validation pipelines, reducing manual errors to 0 and saving 5+ hours of work weekly spent fixing errors and inconsistencies.Improved task workflows and Git version control in a cross-functional team, delivering 95% of sprint objectives.	

PROJECTS

OpenGalaxy [GitHub] [Live Demo]	Jan 2025 – May 2025
<i>Full-Stack Development (TypeScript, React, Next.js, Tailwind CSS, Django, PostgreSQL)</i>	
<ul style="list-style-type: none">Engineered a high-performance React and Next.js SPA using TypeScript, reducing runtime errors with static typing, and hybrid CSR/SSR rendering, resulting in a 25% faster page load and improved SEO rankings.Implemented responsive UI components with TailwindCSS and DaisyUI, cutting DOM size by 80% and accelerating styling workflows, reducing frontend maintenance time by 60% compared to standard CSS.Designed backend data schema with Django and PostgreSQL fully normalised to 3NF, optimising query efficiency and data integrity for user accounts and media metadata, reducing redundant storage by 15%.Secured user authentication using Django REST Framework with HttpOnly JWT tokens, preventing client-side script access and mitigating XSS risks, achieving robust security for sensitive user sessions.Automated full-stack CI/CD pipelines integrating Vercel (frontend) and Heroku (backend), with GitHub Actions enforcing Cypress E2E tests on all PRs, decreasing deployment failures by 35% and accelerating release cycles.	

Library Management System [GitHub]	Oct 2024 – Jan 2025
<i>Systems Programming (C++, JSON, Networking, Multi-threading)</i>	
<ul style="list-style-type: none">Engineered a library management system CLI in C++ with CRUD operations and JSON data persistence.Implemented 40+ unit tests using Catch2 to facilitate continuous integration and Test-Driven Development.Integrated multi-threading and socket-based networking, enabling concurrent user interactions and remote access.	

SKILLS

Programming Languages: Python, TypeScript, JavaScript, C++, PHP

Web Development: React, Next.js, TailwindCSS, GSAP, Figma, RESTful APIs, Django, Node.js, Laravel

Cloud & DevOps: Docker, Vercel, Heroku, CI/CD, Git, Agile, SDLC, PostgreSQL, MongoDB