

# Alfie Atkinson

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## EDUCATION

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

## EXPERIENCE

<b>Students' Union Management System</b>	July 2025 – Present
<i>Front-End Web Developer</i>	Lincoln, UK
<ul style="list-style-type: none"><li>Led the redesign and front-end rebuild of Northampton Students' Union's website, delivering new homepage, news, article and standard templates used by 20k+ students.</li><li>Drove componentisation of SU templates across SUMS, standardising reusable UI and cutting repeated development time on future builds.</li><li>Delivered Lincoln SU's Swan Guesthouses microsite within 2 days under tight commercial deadline, ensuring accurate content launch for peak booking period.</li><li>Implemented a GSAP-powered scrolling animation for City St George's SU 'Our Mission' section, improving engagement and dwell time on key brand messaging.</li></ul>	
<b>Synx Games</b>	Feb 2025 – June 2025
<i>Software Engineer (Internship)</i>	Lincoln, UK
<ul style="list-style-type: none"><li>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.</li><li>Led a £500,000 Roblox Creator Fund application with pitch decks, timelines, and retention/monetisation plans.</li></ul>	
<b>B-Hive Innovations</b>	May 2024 – Sept 2024
<i>Software &amp; Data Technician (Internship)</i>	Lincoln, UK
<ul style="list-style-type: none"><li>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.</li><li>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.</li><li>Improved task workflows and Git version control in a cross-functional team, delivering 95% of sprint objectives.</li></ul>	

## PROJECTS

<b>OpenGalaxy</b> [ <a href="#">GitHub</a> ] [ <a href="#">Live Demo</a> ]	Jan 2025 – May 2025
<i>Full-Stack Development (TypeScript, React, Next.js, Tailwind CSS, Django, PostgreSQL)</i>	
<ul style="list-style-type: none"><li>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.</li><li>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.</li><li>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%.</li><li>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.</li><li>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.</li></ul>	
<b>Library Management System</b> [ <a href="#">GitHub</a> ]	Oct 2024 – Jan 2025

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

## 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