Alfie Cijoy

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Profile

Currently studying Computer Science (Cybersecurity) at Keele University with a strong interest in developing my technical skills through practical experience. I am skilled in programming with Python, Java and HTML, with an interest in applying these skills in my future career. I'm also passionate about widening my knowledge in programming skills and applying cybersecurity principles in real-world environments.

EDUCATION

Keele University Keele, UK

BSc (Hons) Computer Science (Cybersecurity) Sept 2024-Current

Currently in second year. On track to 2:1 (64% average)

- Cybercrime (73%) – Gained understanding of cyber threats, data protection, and ethical hacking fundamentals
- Introduction to Programming (77%) – Built strong programming skills in Python and Java; achieved 100% in coding coursework
- Fundamentals of Computing (73%) – Developed knowledge of core computing concepts and logical problem-solving

Wickersley School and Sport's College Rotherham, UK

A-Levels: Computer Science (C), Mathematics (C), Physics(D) Sept 2022- June 2024

St. Bernard's Catholic High School Rotherham, UK

GCSE's: 1 9, 3 8's 3 7's and 2 6's including a 9 in Maths and 8's in Physics and 7's in English Language/Literature

EXPERIENCE | PROJECTS AND ONLINE COURSES

Keele University

One Way Out – 2D Adventure Game (Python)

- Designed and developed a 2D single-player adventure game using both Python and Pygame
- Implemented collision detection, enemy AI characters and a health system, allowing the player to collect keys and attempt to escape an unknown cave environment
- Created custom game assets and interfaces such as buttons and loading screens which meant integrating multiple python scripts for modular design

Word Shuffle Game (Python)

- Built an interactive word shuffle game using Python which features file handling, randomization and point-scoring logic
- Integrated a system to load words randomly from an external dictionary file which can be filtered by word length based on the player's difficulty level
- Game logic was built to include limited attempts, feedback messages and cumulative point scoring across a few rounds

Tic-Tac-Toe (Java)

- Developed a two-player Tic-Tac-Toe game using Java which shows object-oriented design principles
- Created a graphical interface for the player to interact with, including buttons, player turn indicators and real-time updates
- Implemented win detection, draw conditions, and turn switching
- Allowed me to enhance my understanding of Java event handling, arrays and game state management

KEY HIGHLIGHTS | Achievements and Interests

- National Citizen Service (NCS) Certificate: Part of a team of students to plan and execute a project that would benefit the community, this led to organizing a charity football match that raised funds donated to local causes
- Completed 30+ hours of volunteering at Barnardo's Charity Shop, developing teamwork, responsibility and communication
- Represented Keele University in multiple football tournaments which demonstrates teamwork, strategic thinking and leadership under pressure
- Performed at a major university dance event alongside an amazing team, showcasing hard work and determination while promoting our culture