

Alfie Siddons

Phone Number – 07913 724882

Email – alfiesiddons@gmail.com

GitHub - <https://github.com/alfiesiddo>

Portfolio – <https://alfiesiddons.azurewebsites.net>

My name is Alfie, and I have recently finished my bachelor's degree in computer science at Manchester Metropolitan University and am looking for a graduate job. I really enjoyed the software development aspect of my degree alongside computer architecture and databases. I especially liked computer architecture because we got a chance to create our own circuitry using logic gates as the base and even went as far to make a basic 16-bit processor (mine was capable of programs like the Fibonacci sequence).

Outside of my degree I've found a real passion for web development and have gotten quite familiar with ASP.NET development where I've picked up both personal and collaborative projects.

Education History & Qualifications:

- Manchester Metropolitan University – BSc Computer Science (September 2022 – May 2025)
Overall Grade 70.5%
- The Macclesfield College (September 2020 – June 2022)
BTEC Level 3 (Information Tech First Year) – Distinction Star
BTEC Level 3 (Information Tech Second Year) – Triple Distinction Star
- The Macclesfield Academy (September 2015 – July 2020)

GCSE Maths	5	GCSE Spanish	5
GCSE English Literature	5	GCSE History	6
GCSE English Language	5	GCSE Media Studies	5
GCSE Combined Science	6 6	Cambridge National in Business	P2

Awards:

- Santander Brighter Futures Scholarship (2025)** – For achieving “academic excellence” in my final year doing my bachelors degree in computer science.

Work Experience:

- Curry's PC World (October 2021 – January 2022):** This was a seasonal role where I worked in sales and had targets to meet, which I found challenging in the beginning. During this role, I honed my communication skills and used them to identify the customers needs, not only to provide the best solution for them, but to also to meet my individual goals.
- Home Bargains (February 2022 – September 2024):** Home Bargains was a struggle at the start because I hadn't yet gained the confidence that I now have today. In this role I mainly worked on the evening shifts with responsibilities such as locking up, maintaining stock levels, and customer service. It has taught me a lot of valuable lessons.
- AO Arena Food and Beverages Staff (October 2022 – January 2025):** I worked on the food and beverages team at the AO, mainly serving on the sweet stands. This role above all has taught me the importance of patience.
- Outlier AI Training Role (Started November 2024):** Whenever there are tasks going I do remote AI training on various models (mainly LLM's and speech recognition) where I'm given strict briefs on

how to make the models fail and I get a set time and attempt amount to do so. This job has taught me a lot about how AI models actually work and has been a very educational experience.

Technical Skills:

- **C++** – I have experience with using C++ to optimise algorithms using distributed programming concepts like ThreadPooling and RW Locks.
- **C#** – I am experienced with C# based frameworks. Especially with ASP.NET for web development and .NET MAUI for cross-platform native mobile application development.
- **Java** – I have mainly used Java in the native Android app development. Also, the majority of my experience with Java comes from developing arcade-style desktop games.
- **Databases** – I am very familiar with MySQL Workbench, and have experience using this tool in conjunction with MySQL database Servers that connect to my ASP.NET web applications for testing and troubleshooting.
- **Python** – I have used python for many projects that were mainly AI-based. I have used the Sci-Kit Learn libraries and Pandas together to implement classifier models into little projects. I really enjoyed tuning the hyperparameters to get the best results without overfitting.

Hobbies And Interests:

- **Software Development:**
 - Tools – I enjoy making software tools that help fix problems that I encounter in day-to-day life. They are usually only little things, but they help automate tedious tasks and fix issues that I encounter. Most of the tools I make are developed for Android.
 - Websites – In the last year I have progressed with web development and have been working on a big project called GreenShift, which is an app that aims to understand the user's impact on the environment, and uses gamification to educate them and lessen their impact. It is not yet finished but I am continuing to learn a lot about software development during the process.
 - Videogames – I have developed the occasional arcade-style videogame, as they are my favourite to play. I especially enjoy these projects as they often force me into learning new concepts and skills that I might otherwise have overlooked.
- **Fitness:** I regularly strength train. I go to the gym 3-5 times a week with the aim of progressing with compound lifts such as Bench press, Squats, Deadlifts, and Shoulder Press. This has helped me a lot throughout the last few years as it strengthened my mental discipline and improved my mental clarity. In the near future I would like to enter a powerlifting competition.
- **Gaming:** I mainly play quick and easy games, especially puzzle games like Minesweeper, a recent favourite being "Cross Math".