

Alfie Atkinson

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Summary

Front-End Web Developer designing and delivering accessible, scalable, customer-facing digital products from discovery through to release. Experienced across UX/UI, information architecture, user flows, wireframes, prototypes, design systems, API-integrated front-end implementation, and stakeholder-led discovery and iteration, with a particular focus on clean and maintainable code, WCAG accessibility, performance, and predictable, neuro-inclusive interfaces.

Work Experience

Front-End Web Developer	July 2025 — Present
Students' Union Management System (SUMS)	Lincoln, UK
• Took ownership of UX discovery and information architecture for the Lincoln Students' Union website redesign, restructuring 60+ pages from a 3-level mega-menu into 5 task-led navigation areas with a 2-level navigation depth. • Designed a contextual site-wide navigation model using reusable feature cards, quick links, and in-page signposting to help users move between related services from any point in the site. • Created end-to-end user flows for high-traffic journeys, reducing friction across joining communities, finding support, attending events, submitting suggestions, contacting representatives, and accessing account services. • Produced full-site mobile-first wireframes, alternative layout options, and an interactive high-fidelity Figma prototype to validate navigation structure, menu behaviour, page hierarchy, and iterate on stakeholder feedback. • Conducted UX and accessibility audits across client sites and internal systems, resolving WCAG 2.1 issues and improving SEO-readiness through semantic HTML, keyboard and screen reader support, cognitive accessibility, and performance. • Led front-end development for the Engine Shed rebuild, defining maintainable code quality standards, embedding usability testing, and reducing clicks to purchase from 8–11 to 3–5 on a platform with 30k monthly users. • Rebuilt Northampton Students' Union's website from a legacy ExpressionEngine front end to a component-based system powered by the Pluto API, delivering 8+ core pages and 12+ reusable components for 12k+ students. • Engineered 4 Laravel API endpoints to replace legacy ExpressionEngine functionality for the SUGgestions module migration, enabling pagination, richer detail views, and an estimated 80% reduction in load times. • Designed components for an app integration with a national membership organisation serving 7m+ members in collaboration with external stakeholders and internal teams. • Represented SUMS in customer-facing discovery and consultation sessions with students' unions including Westminster and Kent, advising on UX, accessibility, coding standards, componentisation, and editable content structures, contributing to client confidence in SUMS' front-end delivery. • Researched and designed a multi-level email analytics dashboard for a new email campaign feature within SUMS, visualising performance metrics with contextual tooltips in a user-friendly interface to support data-driven insights.	

Software Engineer (Internship)	Feb 2025 — Jun 2025
Synx Games	Lincoln, UK
• Co-led development of a multiplayer web-based game prototype, building UI and core gameplay systems with TypeScript and React within an 8-week delivery window. • Contributed to product planning and pitch materials for a £500k Roblox Creator Fund application, covering retention loops, monetisation strategy, and prototype delivery plan.	

Education

University of Lincoln	Lincoln, UK
Master of Science in Computer Science: Distinction-level average (86%)	Sept 2024 — Sept 2025
University of Lincoln	Lincoln, UK
Bachelor of Science in Computer Science: First Class with Honours	Sept 2021 — May 2024

Skills

- **Web Development:** TypeScript, JavaScript, React, Next.js, Tailwind CSS, GSAP, semantic HTML, REST APIs
- **UX/UI & Product Design:** Figma, information architecture, mobile-first design, user flows, wireframing, interactive prototyping, usability validation, stakeholder iteration
- **Accessibility & Design Systems:** WCAG 2.1, accessibility audits, cognitive accessibility, keyboard navigation, screen reader testing, component libraries, reusable content patterns, inclusive interaction design
- **Backend, APIs & Tooling:** Git, Docker, PHP, Python, Laravel, Django, REST APIs, PostgreSQL, PayloadCMS, Vite, NPM