

Alfred Jijo

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PROFESSIONAL SUMMARY

Second Year Software Engineering Student with a strong foundation in systems programming, Java (OOP), and collaborative development. Co-lead of a large cross-functional team, demonstrating the “team player” mindset central to modern agile environments. Experienced in Agile workflows, rigorous testing, and solving complex integration problems. Eager to join a challenging Placement Scheme to transition strong technical fundamentals into building innovative digital solutions for top-tier clients.

EDUCATION

Liverpool John Moores University
BSc (Hons) Software Engineering

Liverpool, England
Expected: June 2027

Key modules: Data Structures & Algorithms, Software Engineering Principles (Agile/Scrum), Database Systems, Mobile & Web Development.

Cronton Sixth Form College
A-Level: Computer Science, Mathematics, Physics

Widnes, England
Graduated: June 2024

Relevant modules: Data Structures & Algorithms, Computing Systems, Databases & SQL.

EMPLOYMENT HISTORY

Goldmine Bar & Grill Restaurant
Waiter, Bartender, Catering

Widnes, England
Dec 2024 - May 2025

- Demonstrated reliability and effective time management by balancing bartending and table service duties during high-pressure rush hours.
- Collaborated within small, dynamic teams to execute seamless event catering, handling logistics and setup for private functions.
- Developed strong interpersonal and conflict resolution skills by ensuring high levels of customer satisfaction and handling service queries diplomatically.

LEADERSHIP & TEAM EXPERIENCE

Software Engineering Team (SET) – Co-Lead
Project Hyperion – Automated Sky Monitoring System

Liverpool John Moores University
Oct 2025 – Present

- Co-leading an 18-person team across hardware and software engineering streams. Coordinating design and development in a structure mirroring Agile groups.
- Mentored team members on software engineering best practices, code organisation, and debugging techniques fostering an open and supportive team environment.
- Integrated Raspberry Pi hardware with Pi Camera modules and remote server communications, demonstrating the ability to deliver complex technical solutions.

KEY SOFTWARE PROJECTS

Hackathon Project - ASMR-Lang
Systems Programming, Rapid Prototyping

HackNotts '25
GitHub | Devpost

- Co-designed and prototyped a functional esoteric programming language in a 24-hour hackathon environment.
- Utilized Git for rapid feature integration with teammates, implementing lexical analysis and bytecode generation under strict time constraints.
- Demonstrated an “Up for the Challenge” mindset by almost tackling complex compiler theory concepts and delivering a working Interpreter for a proof of concept.

warden.h – Memory Allocator Library
C99, Performance Optimisation, Systems Architecture

Personal Project
Codeberg

- Designed a single header library for region based memory management, achieving O(1) allocation performance.
- Engineered for resource constrained environments, a skill directly transferable to optimizing mobile applications for battery and memory efficiency.

Synthethsia - Embedded Music Visualiser
C++, Real Time Systems, Performance Architecture

Personal Project
Gitlab

- Engineered a high performance C++ audio engine, implementing real time signal processing (FFT) with strict latency constraints (<50ms).
- Demonstrated advanced memory management by optimizing for 2KB RAM environments; a discipline directly applicable to writing efficient, battery conscious mobile applications.
- Architected a modular Hardware Abstraction Layer (HAL) to decouple core logic from platform specifics, ensuring code portability and clean separation of concerns.

Hotel Room Tax System
Java, Object Oriented Design, JUnit

University Coursework
Score: 93% (First-Class)

- Designed a robust Java console application managing bookings and tax calculations, demonstrating mastery of OOP principles (Inheritance, Polymorphism) essential for modern app development.
- Implemented comprehensive exception handling and data persistence to ensure application stability.
- Validated logic through rigorous testing scenarios, achieving a near-perfect score for code quality.

UK Road Performance Data System
Java, Agile Methodology, Data Processing

University Group Project
Score: 73% (First-Class)

- Collaborated in an Agile team to build a Java application for analyzing large transportation datasets.
- Participated in sprint cycles, code reviews, and collaborative problem solving, gaining practical experience relevant to commercial software workflows.

TECHNICAL SKILLS

Languages: Java, C, C++, Python, SQL, Go

Mobile & Web Interest: Actively upskilling in Swift & Kotlin; Server side Development with PHP

Core Concepts: Data Structures & Algorithms, Memory Management, Concurrency, Unit Testing, OOP

Tools & Agile: Git, Trello, JUnit, CMake, Make, GDB, Valgrind, Linux, Win32 API

Hardware: Raspberry Pi, Arduino, Serial Comms, Hardware Interfacing

SOFT SKILLS

Leadership: Co-lead of an 18-person engineering team; skilled in coordinating diverse technical streams.

Agile Collaboration: Experienced in sprint cycles, pull request reviews, and iterative feedback loops.

Mentorship: passionate about sharing knowledge; mentored juniors on debugging and code quality.

Problem Solving: Strong analytical thinker capable of resolving complex system failures under pressure.

LINKS

GitLab: Alfred-Jijo

Codeberg: Alfred-Jijo

Github: Alfred-Jijo

Email: alfredjijo06@gmail.com

LinkedIn: alfred-jijo06

REFERENCES

Available Upon Request.