Alexander Sainsbury

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Professional Summary

Self-taught developer with a background in physics and IT support, skilled in full-stack development, database management, and data visualization. Open to opportunities in software development, data analytics, or technical game systems. Actively seeking to relocate to the UK.

Education

BSc **University of Nottingham**, Physics
UK
Jan 2016 – Jan 2019
- Final project: Python program for analysing redshift data from deep-space telescopes
- Built foundational knowledge in numerical computing and scientific programming

Courses

EdX, CS50: Introduction to Computer Science

IBM, Introduction to Cloud Computing

ITOL, Database Essentials

ITOL, Excel for Data Analysis

ITOL, SQL for Data Analysis

Experience

Interac, Assistant Language Teacher & Head Teacher
Japan
Sept 2021 – present
- Delivered structured lessons and supported tech in the classroom
- Led training sessions and created documentation for internal workflows

Claverton Hotel, IT Technician & Duty Manager
UK
July 2014 – Sept 2021
- Handled day-to-day IT operations, software maintenance, and troubleshooting
- Trained staff on new tools, helped reduce tech downtime, and improved system reliability

Skills

Languages: Python, SQL, HTML, CSS, JavaScript

Version Control: Git, GitHub

Visualization Tools: Tableau, Power BI, Excel (advanced functions, PivotTables)

Development Tools: VS Code, PyCharm, CLI

Game & 3D Tools: Unity (basic), Blender (avatar workflows), Unreal Engine (introductory)

Database & Scripting: SQL querying, automation scripts, data wrangling

Concepts & Methodologies: Agile workflows, error handling, algorithm design, business analysis, testing fundamentals

Languages

English: Native speaker

Japanese: Good working knowledge

Interests

- Game Development
- Video Games
- AI
- Puzzles
- Chess
- SCUBA diving