

Harrison Cook

Software Engineer · Full-Stack Development · Cloud Architecture

<https://about.honsoncooky.dev>

Overview

A Software Engineer with 4+ years of professional experience delivering maintainable, production-ready systems in TypeScript and C# within complex, high-stakes environments. My background in musical theatre provides a unique foundation in creative problem-solving, collaboration, and clear communication. Transitioning from stage lights to system calls, I am now actively specializing in low-level and systems programming with C, Zig, and Lua, driven to build the elegant, high-performance engines that power games and advanced software.

Experience

Software Engineer at Splitting Point Studios ----- **Sept 2025 - Now**

Remote, NZ

- Engineering the debut of a dream - transforming a spark of imagination into something the world's never laid eyes on.

Software Engineer at Xero ----- **Aug 2024 - Sept 2025**

Wellington, NZ

- Maintained and extended critical legacy IIS applications, reverse-engineering undocumented workflows to deliver new features without disrupting business operations.

Software Engineer at Z Energy ----- **Nov 2021 - Aug 2024**

Wellington, NZ

- Maintained and enhanced a distributed microservices ecosystem processing millions of daily requests, ensuring services stayed secure, stable, and up-to-date with the latest libraries.

Education

Bachelor of Engineering (First Class Honors), Software Engineering ----- **Feb 2018 - Nov 2021**

Victoria University, Wellington, NZ

- Specialization: Networked Applications
- Dean's List for Academic Excellence; 2018 - 2021

Notable Skills

Backend & Enterprise Development

- ASP.NET
- C#
- Node.JS
- TypeScript

Systems & Low-Level Languages

- C
- C++
- Rust
- Zig

Cloud, DevOps & Infrastructure as Code

- AWS
- Git
- GitHub Actions
- Terraform

Web & Frontend Frameworks

- HTML
- JavaScript
- React
- Vue.js