

# Harrison Cook

Software Engineer · Full-Stack Development · Cloud Architecture

## 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

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| <ul style="list-style-type: none"><li><b>Backend &amp; Enterprise Development</b><ul style="list-style-type: none"><li>ASP.NET</li><li>C#</li><li>TypeScript</li></ul></li></ul>                                   | <ul style="list-style-type: none"><li><b>Systems &amp; Low-Level Languages</b><ul style="list-style-type: none"><li>C</li><li>C++</li><li>Rust</li><li>Zig</li></ul></li></ul>           |
| <ul style="list-style-type: none"><li><b>Cloud, DevOps &amp; Infrastructure as Code</b><ul style="list-style-type: none"><li>AWS</li><li>Git</li><li>GitHub Actions</li><li>Terraform</li></ul></li></ul>          | <ul style="list-style-type: none"><li><b>Scripting Languages</b><ul style="list-style-type: none"><li>Bash</li><li>Lua</li><li>PowerShell</li><li>Ruby</li></ul></li></ul>               |
| <ul style="list-style-type: none"><li><b>Development Environments &amp; Tooling</b><ul style="list-style-type: none"><li>Neovim</li><li>Rider</li><li>Visual Studio Code</li><li>Visual Studio</li></ul></li></ul> | <ul style="list-style-type: none"><li><b>Web &amp; Frontend Frameworks</b><ul style="list-style-type: none"><li>HTML</li><li>JavaScript</li><li>React</li><li>Vue.js</li></ul></li></ul> |