

# 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

- **Backend & Enterprise Development**

- `ASP.NET`
- `TypeScript`
- `C#`

- **Cloud, DevOps & Infrastructure as Code**

- `AWS`
- `GitHub Actions`
- `Git`
- `Terraform`

- **Development Environments & Tooling**

- `Neovim`
- `Visual Studio Code`
- `Rider`
- `Visual Studio`

- **Systems & Low-Level Languages**

- `C`
- `C++`
- `Rust`
- `Zig`

- **Scripting Languages**

- `Bash`
- `Lua`
- `PowerShell`
- `Ruby`

- **Web & Frontend Frameworks**

- `HTML`
- `JavaScript`
- `React`
- `Vue.js`