

Alex Manning

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EDUCATION

Victoria University of Wellington

Feb. 2022 - Nov 2025

Bachelor of Software Engineering — GPA of 8.2 / 9.0 (91%)

- Received Tangiwai Excellence Scholarship and named on the Dean's List for 2022, 2023 and 2024.

Duke of Edinburgh Gold Award

Jan. 2017 – Dec. 2021

- Demonstrated leadership, teamwork, and resilience through a series of challenging activities.
- Accumulated 150+ hours of volunteer work at the Salvation Army and National Aquarium of NZ, and completed a 21-day Outward Bound outdoors and leadership course.

EXPERIENCE

Software Developer Intern | Serato

Nov. 2024 – Feb. 2025

- Developed a new **C++** hardware mapping framework for Serato Studio, enabling real-time firmware and application communication.
- Fixed bugs in the note sequence editor, eliminating note duplication and ensuring accurate playhead behaviour during edits.
- Refactored the note sequence class using a visitor pattern, optimising note range operations across 20+ use cases.
- Built and maintained unit/integration tests to ensure code quality and application stability.

Software Developer Intern | NOW NZ Broadband

Dec. 2023 – Feb. 2024

- Developed and deployed an internal web app that enabled 10+ technical support staff to streamline client and service data retrieval, improving customer service delivery.
- Integrated **OAuth** login, utilised **Apollo Client** to access company data through a **GraphQL** API, and designed custom **React** components.
- Configured CI/CD workflows using **Bitbucket Pipelines** and **Docker** to build and deploy the web app.

Academic Tutor | Victoria University of Wellington

Feb. 2023 – Nov. 2024

- Tutored courses in Intro to Computer Program Design, Data Structures and Algorithms, and Software Design.
- Explained complex concepts and tailored teaching to diverse learning styles, boosting student comprehension.
- Graded assignments/exams, delivering feedback to enhance coding skills and academic performance.

Technician and Store Assistant | MyDevice (Apple device repair and resale)

Jul. 2018 – Feb. 2022

PROJECTS

The Zen Zone | JavaScript, MongoDB, ExpressJS, React, NodeJS, Tailwind

Feb 2024 – Present

- A modular ambience mixer web app that helps users focus or relax. Features user login, various audio controls and ability to save and load mixes.

Devastation (team) | Java, Spring, WebSockets, React, PixiJS, AWS

Aug 2024 – Sep 2024

- A web-based multiplayer educational game that teaches the Kanban methodology. Players navigate a 2D map of a tech office in teams, completing tickets by strategically managing task priorities and workflow.
- Utilised a client-server architecture with a Spring backend and WebSockets for real-time communication, hosting the server on an AWS EC2 instance for scalable deployment.

Autonomous Vehicle Project (team) | C++, GitLab, Raspberry Pi

Apr. 2023 – May. 2023

- Engineered a small robotic vehicle, integrating hardware components and wiring, while developing a **C++** program for the vehicle's microcontroller.
- Utilised object and color detection from the vehicle's camera feed to control steering and speed, enabling vehicle to autonomously navigate an obstacle course.

TECHNICAL SKILLS

Languages: Java (preferred), C++, Python, JavaScript, HTML, CSS

Tools and Frameworks: Agile, DevOps, Git, Docker, JUnit | React, GraphQL, Node.js, Mongoose