

Aaron Worsnop

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EDUCATION

The University of Auckland • BE (Hons) in Software Engineering 2022 – 2025 (Expected)

Major GPA: 3.73/4.0 (93%) | Dean's Honours List (Top 5% of cohort)

- **Google Developer Student Clubs** President | Leading a team of 20 to run events | MC at DevFest 2023
- **IMC Launchpad** Exclusive two-day trading and technology programme in Sydney | 1 of 40 selected

Seoul National University • Semester Exchange Feb 2024 – June 2024

- **Prime Minister's Scholarship for Asia** (NZ Govt.) Awarded \$12,000+ to represent NZ during exchange.
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PROFESSIONAL EXPERIENCE

Software Engineer Intern • Tidy International Ltd Nov 2023 – Feb 2024

- 25+ full-stack features and fixes • **Angular, Typescript, C#** • 280+ Commits • 160+ Files • 25+ Pull Requests
- Spearheaded new CRM product development by configuring its initial visual, functional and technical architecture, including page layout, iconography, settings, URLs/routing, back-end data and REST APIs.
- Addressed crucial client needs and expanded clinic management product's functionality by engineering feature that populates custom user-generated templates with patient information—iterating directly with client.
- Accelerated deployment to live products by ~10% by reviewing pre-production code (PRs) on GitHub.
- Enabled users to intuitively switch products by overhauling previously confusing "mode-switch" core feature.
- Commended internally and by client CEO for my professionalism and focus on **User-Centric development**.

Web Developer • Retirement Planning Ltd June 2022 – Jan 2024

- Implemented new functionality (guides, login, support) by creating 10+ webpages **HTML/CSS, JavaScript**.
- Enabled business opportunities with NZ's largest bank and life insurer by reworking site-wide security. ~20,000 clients + partnership possible by implementing encryption (**OpenSSL**) and admin access policies.

Digital Designer • Finergy Ltd July 2022 – Oct 2023

- Revamped the brand identity of multiple businesses, engineering design philosophies to enhance appeal.
 - Delivered 50+ campaigns with hundreds of thousands of impressions and high click-through rate.
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PROJECTS

more at aaronworsnop.com/portfolio

EscAlpe Room (Team) AI riddle game with mini-games using **GPT** and **GitHub Flow** in **Java** and **JavaFX**.

- Doubled response times and prevented freezing by implementing multi-threading and concurrency.

Tic Tac Toe AI game in **Java** using the MiniMax algorithm with alpha-beta pruning to optimise decisions.

Graph Properties Program for graph traversal and property analysis (transitivity, reflexivity etc.) in **Java**.

Webforms Webstore prototype for a client written in pure **JavaScript, HTML, CSS** and **PHP**.

Strafe Abstract 3D level-based runner game with level selector made in **Unity** with **C#**.

SKILLS

- **Languages:** Java (preferred), Python, TypeScript, JavaScript, HTML, CSS/SCSS, C, C#, PHP
- **Tools and Frameworks:** Agile, GitHub Flow • Git, Angular, React, Node/Next.js, .NET, Docker, Linux