Sofia Zamiatina

0418 328 381 | Carlton VIC 3053 | Australian Student Visa | LinkedIn | sofia@zamiatina.dev | Portfolio

Graduate Software Engineer | Intern Developer
Software Engineering Intern | Full-Stack | End-to-End Feature Delivery

Graduate Software Developer studying for a Master of Software Engineering at the University of Melbourne, with Bachelor of Arts in Computer Science and Economics from Mount Holyoke College, USA. Seeking an internship to share my passion for solving difficult problems and my values of professionalism and quality. Settled with family in Australia on a student visa (up to 20 hours per week), valid until March 2028.

Mar 25 – Present	**Student, Master of Software Engineering**	The University of Melbourne
May 24 – Nov 24	**Travelling**	
Sep 23 – May 24	**Teaching Assistant and Mentor**	Mount Holyoke College
Aug 20 – May 24	**Junior Estimator	Junior Surveyor**	Mount Holyoke College

Full Stack Development

− **React & Python (Django/FastAPI)** | Led end-to-end features: scoped requirements, drafted architecture, built APIs & UI, wrote tests, and shipped to production.

− **Frontend Engineering (React/TypeScript)** | Engineered accessible, responsive UIs; managed state; composed components; profiled to reduce render cost

− **UI/UX Craft** | Translated Figma to clean, mobile-first components; standardized patterns; enforced WCAG and iterated from user feedback.

− **REST APIs & Data** | Authored JSON endpoints; validated payloads; designed schemas/queries; applied caching/indexing.

− **Collaboration** | Facilitated stand-ups; drove PR reviews; demoed sprints; communicated progress/risks clearly in one-on-ones.

− **Self-Taught Bias** | Picked up new frameworks quickly; unblocked issues independently; shipped iteratively.

Projects

− **SUPLMNTAL – Trade-School Quiz Platform (React, FastAPI, MongoDB, Docker)** — Owned quiz-creation flow; integrated real data end-to-end; added CI checks; ran stakeholder demos.

− **Social Media Prototype (React, TS, Firebase)** — Built auth/profile + feed UI; defined collections & API contracts; delivered clickable prototype.

− **ImaginariumDigital (Unity/Photon)** — Implemented real-time multiplayer state sync, iterated UI from playtests.

Technical skills & tools

PROGRAMMING LANGUAGES	Years of experience	Self-Rating	PRODUCTIVITY & DESIGN	Years of experience	Self-Rating
Python, Java	3	★★★★	React	2	★★★★
JavaScript, TypeScript	2	★★★★	Figma	1	★★★
HTML, CSS	2	★★★★	Microsoft Office, Google Apps	5	★★★★

Sofia Zamiatina

Education

Master of Software Engineering - University of Melbourne, Victoria (2025 - present)
Bachelor of Arts (Computer Science & Economics) - Mount Holyoke College, South Hadley, USA (2020 - 2024)

Experience

Student, Master of Software Engineering

Mar 25 - Present

University of Melbourne (Education)

Melbourne | Full-Time

Student at Australia's number one ranked university due to graduate in Dec 2027 with a Master of Software Engineering degree, specialising in AI, to support my career aspirations to be a Graduate Software Engineer and Junior Developer. Achieved a Distinction average to date.

Teaching Assistant and Mentor (Data Structures, OOP)

Sep 23 – May 24

Mount Holyoke College

South Hadley, USA | Casual Part-Time

Supported myself while studying by working as a TA and Mentor at Mount Holyoke College. Usually worked 2-3 shifts per week.

- **Project Feedback & Review |** Supported students during weekly office-hour sessions by reviewing Java code and providing constructive feedback on project design and logic.
- **Individual Mentorship |** Mentored 4 students each semester through regular one-on-one meetings, offering personalised guidance on programming challenges and study strategies.
- **Adaptability |** Delivered both in-person and online support, tailoring explanations to different learning styles and academic needs.

Student, Bachelor of Arts (Computer Science and Economics)

Aug 20 – May 24

Mount Holyoke College (Education)

South Hadley, USA | Full-Time

Student at Mount Holyoke College, USA, a top-ranked national liberal arts college, where I completed a Bachelor's double majoring in Computer Science and Economics to support my career aspirations to be a Graduate Software Developer. Achieved a GPA of 3.77/4.

Projects

For more details, please visit Portfolio: https://zamiatina.dev

Trade School Education Website

(3 months)

Role: Product Owner, Frontend Engineer
Tech: React, TypeScript, Tailwind, Docker, FastAPI, MongoDB, GitHub Actions
Summary: Gamified quiz platform for vocational learners; teachers build from a live question bank and run live sessions.
- Reprioritised backlog after client pivot; set sprint goals and ran stakeholder demos.
- Redesigned quiz-creation flow (step UIs, embedded question library, topic toggles).
- Wired UI to real data: fetched questions, saved quizzes, launched sessions end-to-end.

Social Media Website

(3 months)

Role: Frontend Lead, UX/IA   **Tech:** React, TypeScript, Firebase (auth/storage), MongoDB (posts/profiles)
Summary: Cross-disciplinary build with a business student founder; artist-centric creator hub.
- Led account creation/auth and profile setup; built feed/profile UI with cards & modals.
- Defined collections, tagging, and media flows; stubbed likes/comments/messaging.
- Modeled data across Firebase + MongoDB; set API contracts/integration paths.

Mobile Video Game

(3 months)

Role: Backend/Game Logic   **Tech:** Java (generator/logic), React/iOS prototypes (UI), Playtest tooling
Summary: An offline multiplayer decision-making game for 4+ players, built in React Native and tested in group gameplay.
- Implemented a Java character/role generator that outputs balanced codes by player count & difficulty.
- Prototyped loop and lightweight UI; iterated from peer playtests for clarity and pacing.
- Collaborated on mechanics tuning to improve replayability and table flow.