

CONTACT

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AWARDS

DEAN'S HONOURS LIST (2019)

Academically in the top 5% of my Software Engineering cohort.

FIRST IN COURSE AWARDS

Achieved the highest marks in:

- SE 754: Requirements Engineering (Honours Paper/+100 students)
- SE 306: SE Design (Required Paper/+100 students)

UNIVERSITY SCHOLARSHIPS

Awarded the Jubilee Leavers and Ardmore Fund Scholarships (total value +\$8000).

LEADERSHIP

DEAN'S LEADERSHIP PROGRAM

Selected as one of 30 students, out of 300-400 applications for an incubatory leadership program.

SYSTEMS GROUP LEADER

Leader of a 30-person team, tasked with a 5-day intensive project. Final grade as leader was 97%.

SOFTWARE ENGINEERING STUDENT ASSOCIATION MENTORSHIP PROGRAM

Personally led a 50-person vocational and academic mentoring program within my degree.

SOFTWARE ENGINEERING STUDENT ASSOCIATION PART IV REPRESENTATIVE

Voted in to represent a third of a total cohort of +270 students.

TECHNICAL SKILLS

- Java/Kotlin
- Git
- C#
- SQL
- Javascript
- React

CYRUS RAITAVA-KUMAR

SOFTWARE ENGINEER

EDUCATION

BACHELOR OF SOFTWARE ENGINEERING (HONS) CONJOINT BACHELOR OF COMMERCE

2019 Software Engineering GPA **8.6/9 (A/A+)**

University of Auckland | 2016 - 2020 - **Graduating Jan 2021**

WORK EXPERIENCE

ATLASSIAN

Software Engineer Intern | Nov 2019 - Feb 2020

- Leveraged the OSB specification using **Kotlin**, to create a new resource service in Atlassian's internal PaaS, saving maximally ~**\$60,000/month** in cloud computing costs.
- Extended the provisioning of **AWS Lambda** resources to include new asynchronous **Lambda Destinations**, using **Go (Golang)**.

XERO

Software Engineer Intern | Nov 2018 - Feb 2019

- Maintained service feature parity via API migration in **C#**, with a focus on efficient nested object retrieval.
- Streamlined team development loop by building basic CI/CD pipelines, alongside team scrum facilitation.

FUSION ENTERTAINMENT

Software Engineer Intern | Nov 2017 - Feb 2018

- Validated the prototype of an embedded web-server application, acting as the visual interface to an audio server, using **C++** and the **Qt** Framework.

PROJECTS

VOLUNTEERING PLATFORM FOR SOFTWARE ENGINEERING

Part IV Honours Project (Voluntari.ly) | Mar 2019 - Nov 2019

- Developed the core **three-way matchmaking engine** of a volunteering platform, for matching software developers with opportunities to teach technical content to primary/secondary schools.
- Built using **MongoDB**, **React**, and **Node.js** - the final grade was **95%**.

ANDROID GAME FOR TEACHING DIVERSITY

University Project (Little Coders) | Sep 2018 - Nov 2018

- Built a mobile game centred on teaching the benefits of diversity in Software Engineering, using **C#** and **Unity** - won the '**Best Game**' award in a class of ~**100 students**.

PARALLEL TASK-SCHEDULER

University Project (Task-Scheduler) | Jul 2018 - Sep 2018

- Created an application using **Java** and **JavaFX**, to solve NP-Hard multiprocessor scheduling problems - won the '**Best Visualisation**' award in a class of ~**100 students**.