SUNNY SETIA

FINAL YEAR SOFTWARE ENGINEERING STUDENT

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EDUCATION

The University of Auckland

Feb 2022 - Nov 2025

Bachelor of Engineering (Honours) - Software Engineering

- Engineering GPA: 8.5/9.0 (A/A+)
- Dean's Honours List (2023, 2024) Top 5% of cohort
- First in Course Award in SOFTENG 281 (Object-Oriented Programming)

EXPERIENCE

Frontend Software Engineer Intern

Dec 2024 - Feb 2025

Canva

Sydney, Australia

- Boosted Pro feature discovery by converting static feature lists into interactive learning experiences seen by 20M+ users, using React and TypeScript.
- Implemented controlled feature rollouts and A/B testing using feature flags, backend injection, and MobX state management.
- Prevented a major UX issue for 200K+ users by identifying and reporting a critical UI bug pre-deployment.
- Collaborated with stakeholders across cross-functional teams to ship features reducing Pro subscription churn.

Software Engineer Intern

Nov 2023 - Jan 2024

Atomic.io

Auckland, New Zealand

- Built and deployed 3 React-based demo apps showcasing API integrations for diverse client use cases.
- Enhanced React Native SDK with 5 new methods, reducing mobile developer integration time by 25%.

EXTRA CURRICULARS

Executive - Industry Event Co-ordinator

Oct 2023 - Nov 2024

Software Engineering Student Association (SESA)

- Elected by peers to serve on the executive committee for a club of 350+ Software Engineering students.
- Hosted and coordinated Industry Night, increasing student-company engagement, with 200+ students and 8 companies attending.

PROJECTS

Collabi | React, Next.js, TypeScript, Express.js, PostgreSQL, Prisma, AWS

Link

- Designed and implemented a full-stack dashboard using React and TypeScript, integrating REST APIs for project, client, and invoice management with JWT authentication
- Used AWS S3 for storage, AWS SES for email notifications, and AWS EC2 for scalable deployment.

Hype App | React Native, JavaScript, Node.js, Supabase

Link

• Developed a mobile app using React Native and Supabase backend that reached 700+ downloads and ranked top 10 on App Store charts for Social Networking within 14 days.

Prison Break - Escape Room Game | Java, CSS, OpenAI API

<u>Link</u>

• Developed an interactive escape room game with Java, integrating OpenAI API for an AI-powered gamemaster.

TECHNICAL SKILLS & INTERESTS

Programming: TypeScript/JavaScript, React/React Native, Java, Go, Node.js, PostgreSQL, Tailwind/CSS, HTML **General**: AWS (EC2, S3, SES), Git/GitHub, CI/CD, Prisma ORM, REST APIs, Data Structures & Algorithms, OOP **Interests**: Muay Thai, Weightlifting, Escape Rooms