

Christopher Humm

📍 Hsinchu, Taiwan ✉ chrishumm@outlook.com ☎ +886 0907487411 🌐 www.chrishumm.com **in** linkedin.com/in/chrishumm

🐙 github.com/chrishumm 🗨 [chumm92](#) 📄 Taiwan Permanent Resident Visa & Open Work Permit

🎓 EDUCATION

September 2012 – June 2015 **BSc. (Hons) Software Development**, *Southampton Solent University*
Southampton, United Kingdom

- Achieved First Class Honours.
- Organised and worked in over three teams to create software using Agile and Scrum methodologies.

📄 CERTIFICATES

- Cisco Certified Network Associate (CCNA) [🔗](#)
- AWS Certified Solutions Architect – Associate [🔗](#)
- ITIL 4 [®] Foundation [🔗](#)
- Microsoft Certified: Azure Fundamentals [🔗](#)
- TEFL Teaching Certificate [🔗](#)
- TOCFL Chinese Language Proficiency [🔗](#)

📁 PROJECTS

RolyPolyGo, [Github.com/chrishumm/RolyPolyGO](https://github.com/chrishumm/RolyPolyGO) [🔗](#)

Developed with C# and Unity to create a cross-platform game that integrates Amazon RDS for MySQL database and EC2 to host PHP files.

DoodleJumper, [Github.com/chrishumm/Doodlejumper](https://github.com/chrishumm/Doodlejumper) [🔗](#)

A DoodleJump clone written in C++ using the Cocos2dx library for Android. Collected feedback from over three testers to improve the game.

TwitterBots, [Github.com/chrishumm/twitter-bots](https://github.com/chrishumm/twitter-bots) [🔗](#)

A collection of two bots created in Python using Amazon Lambda and AWS for cloud automation. Uses the Twitter API and Python libraries.

Gravity Jump, [Github.com/chrishumm/GravityJump](https://github.com/chrishumm/GravityJump) [🔗](#)

A cross-platform game made in C++ for mobile, written with over 1000 lines of code, in-built tracking of 10 user metrics and built following Agile.

MineRunners, [Github.com/chrishumm/MineRunners](https://github.com/chrishumm/MineRunners) [🔗](#)

A C++ game created with the Allegro graphics library. Made using Agile methods over the course of three months and tested by three users.

BookingSystem, [Github.com/chrishumm/BookingSystem](https://github.com/chrishumm/BookingSystem) [🔗](#)

A GUI application in Java that uses SQL to save and store performers data and booking information for 100's of entries.

📁 PROFESSIONAL EXPERIENCE

June 2018 – June 2022

Kaohsiung, Taiwan

Instructor, *Kentucky English*

- Authored and edited over 100 educational materials used in textbooks.
- Taught over 1000 students using engaging teaching methods.
- Received outstanding employee award in 2022 out of over 100 employees.
- Organized and participated in over 10 successful public publicity events.

April 2017 – June 2022

Taiwan

Private Tutor

- Tutored over 30 university students test preparation for TOIEC/IELTS.
- Mentored over 10 clients to improve presenting skills in English.
- Coordinated over 100 lessons successful online and in-person.

April 2016 – June 2018

Kaohsiung, Taiwan

Teacher, *HESS International Educational Organization*

- Instructed English professionally to 100's of young learners.
- Managed over three speech competitions in Taiwan as a judge.
- Worked in two cross-cultural teams to deliver lessons.

April 2009 – April 2016

United Kingdom

Website Owner

- Established two websites focused on affiliate marketing.
- Utilized four successful SEO campaigns to optimize search results.
- Delivered and wrote sales copy to over twenty clients helping generate leads.
- Deployed web servers, managed CMS systems, and undertook domain management for three domains.

🧩 SKILLS

Languages : Python, C++, C#, Java, SQL, JavaScript/HTML/CSS.

Frameworks and Libraries : DirectX, SDL, Allegro, Unity, Spring, .NET.

Tools : Git, Linux, Docker, Slack, AWS (DynamoDB, EC2, S3, Lambda, RDS).

Process : Object Oriented Programming, Agile, Scrum, Kanban, Test Driven Development

Professionally fluent in Mandarin Chinese and English.

Skilled at presenting to large audiences, instructing classrooms and presenting information effectively.