




BENJAMIN HUME

FINAL YEAR SOFTWARE ENGINEERING STUDENT
AT THE UNIVERSITY OF AUCKLAND, NEW ZEALAND

 ben697hume@gmail.com

 +64284128146

 github.com/Ben-G-Man

 linkedin.com/in/ben-h-software

EDUCATION






Bachelor of Software Engineering (Hons) | **The University of Auckland** | 2022 – Nov 2025
7.75 GPA (A-), SOFTENG 281 (Object Oriented Programing) top of class

NCEA Level 3 | **Mount Albert Grammar School** | 2017 – 2021
Endorsement with Excellence, Black & Decker design award, First in Product Design

EXPERIENCE SUMMARY

Lead Creative Technologist at the UoA CIE	2025 → Present
Team Leader Part 4 Capstone Project, Part 3 Project	2024 → 2025
Full Stack Developer at Trade Me	2024 → 2025
UoA Engineering Part 1 Assistance Centre tutor	2023 → 2024
Class rep. for INNOVATE 100G and SOFTENG 284	2022 → 2024
NZ Cadet Forces leadership training course staff	2020 → 2021
Lead programmer, independent video game dev. Team	2016 → Present

TECHNICAL EXPERIENCE

 **Java, C, C++, Python**  **React, Angular, TypeScript, CSS, HTML, MySQL, Docker**  **MATLAB, R, Halide**
 **C#, Unity, Niantic VPS, HLSL, OpenGL**  **Additive & Subtractive Manufacturing, CAD, Industrial Design**

DETAILED EXPERIENCE

Full Stack Developer at Trade Me: As a full stack developer in Trade Me's Property business unit, I worked across the development lifecycle, contributing to an eight-person agile team, "Game of Homes." I developed and optimized features using TypeScript, Angular, SCSS, HTML, C#, RXJS, SQL, and Terraform, ensuring scalability and maintainability. My role involved implementing new functionalities, improving performance, and actively participating in daily standups to align with team goals. Beyond coding, I contributed to software quality through unit and integration testing and pitched ideas for platform improvements. I also presented technical updates during property engineering all-hands meetings, strengthening my communication skills. This role deepened my experience in building high-performing web applications, working with cloud infrastructure, and following best practices for maintainable software while fostering collaboration within cross-functional teams.

Independent Video Game Development Team: Since early 2016, a group of friends and I have held regular calls to collaborate on various video game projects, sometimes traveling across the country to dedicate days to our passion while honing our software, art, and game design skills. Our ability to organize, align ideas, and leverage each other's strengths has enabled us to take on increasingly ambitious projects. Over the years, I've developed a wide range of game features, including a unique resource management system with a polished UI, HLSL shaders for enhanced graphics, complex player movement systems, and machine learning API integration. One of the biggest challenges is ensuring seamless code integration, which requires strong communication, determination, clean code, and thoughtful documentation. I've found that as a team, we often each hold part of a solution that can only be fully realized together.

REFERENCES

Peter Rachor (Hynds Entrepreneurial Teaching Fellow at The University of Auckland) peter.rachor@auckland.ac.nz

Duncan McLean (Development Manager at Trade Me) duncan.mclean@trademe.co.nz