Christopher Humm

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 github.com/chrishumm

🎓 EDUCATION

09/2012 – 06/2015
Southampton,
United Kingdom

BSc. (Hons) Software Development, *Southampton Solent*
- Achieved First Class Honours.
- Organised and worked in over three teams to create software using Agile 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 ⧉

💼 PROFESSIONAL EXPERIENCE

06/2018 – 06/2022
Kaohsiung, Taiwan

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

04/2017 – 06/2022
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.

04/2016 – 06/2018
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.

04/2009 – 04/2016
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.

📁 PROJECTS

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

MineRunners, *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* ⧉
A GUI application in Java that uses SQL to save and store performers data, tracking booking information for 100s of entries.

🧩 SKILLS

Languages : *C++, Python, 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.