

Gabriel Huddy

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Adaptable and detail-oriented software engineer with 2.5 years of professional experience across the stack using C#, JavaScript, SQL, AWS, and other technologies

Work Experience

Genius Sports

Software Engineer

27th May 2025 - Present

- Practiced Cloud-native software development in C#, .NET Framework and .NET 8 using Docker, Kubernetes, queues such as RabbitMQ, and caches such as ValKey (fork of Redis).
- Employed monitoring tools such as Grafana and CloudWatch to monitor systems, and used logging to diagnose issues through Grafana.
- Practiced Infrastructure as Code, designing Terraform/Terragrunt modules to deploy AWS infrastructure in a transparent and maintainable way.
- Created and extended CI/CD pipelines using GitLab CI and following security best-practices.

Xceptor

Software Engineer

5th August 2024 - 16th May 2025

Xceptor

Placement Software Engineer

4th July 2022 - end of June 2023

- Worked on a cross-functional Agile team, and delivered production-ready features using C#/.NET Framework, Angular, Typescript/Javascript and SQL.
- Delivered core features for a frontend modernisation initiative, building re-usable Angular components and establishing usage patterns across the team.
- Major contributions to reducing technical debt. Proactively volunteered to complete enabler stories to re-architect legacy code, where I improved maintainability through rigorous application of software design patterns.
- Embodied a quality-first mindset, fully unit-testing solutions in NUnit and Jest and advocating for improved test-coverage during the code review process.
- Participated in an initiative to share learnings with colleagues, both presenting and participating in seminars on technical topics.

Technical Skills

- C#/.NET (at Xceptor and Genius)
- Microsoft SQL Server (at Xceptor and Genius)
- PostgreSQL (at Genius)
- DynamoDB (at Genius)
- AWS including EKS, ElastiCache, IAM, Athena, and CloudWatch (at Genius)
- IaC, Terraform, Terragrunt (at Genius)
- ValKey/Redis (at Genius)
- Message queues e.g. RabbitMQ (at Genius)
- Docker, Kubernetes (at Genius)
- Javascript/Typescript (at Xceptor)
- Angular (at Xceptor)
- HTML, CSS (at Xceptor)
- CI/CD, GitLab CI (at Genius)
- Source control e.g. Git
- Linux and command line (Bash)
- Agile methodologies e.g. Scrum, Kanban
- Networking fundamentals e.g. HTTP, SSL, REST APIs, TCP/IP, DNS, and NAT
- C, C++, and Linux kernel module programming (at UoB)
- Functional programming, Haskell (at UoB)
- Object-Oriented Programming (OOP)
- Domain-Driven Design (DDD)
- Test-Driven Development (TDD)
- SOLID/DRY principles
- Design patterns

Projects

Independent Game Development

Ongoing lifelong hobby in my free time

2008 - Present

- Game development in the Godot Engine using GDScript (Python-like language) and using custom GitHub CI workflows.
- Published multiple free web games with thousands of impressions.
- Demonstrated time-management skills by participating in Ludum Dare (Jam), a competition to develop and publish a complete game in under 72 hours. Received highly positive feedback and placed in the top 15% of entries.

OOP Dungeoneer

2023 - 2024

Final Year Project at the University of Birmingham

- Implemented a visual programming language and editor in the Godot Engine, with an interpreter in C#.
- Collected feedback to evaluate effectiveness as an educational tool and presented findings in an academic report.

resourced.me

2022

Web Application developed for Team Project module at the University of Birmingham

- Worked in a 6-student team using Agile methodologies including Scrum, user stories and pair programming.
- Delivered vertical slices for a full-stack web application using the MERN stack (MongoDB, Express.js, React and Node.js) with content sharing and user authentication.
- Configured a CI/CD pipeline to deploy the latest changes as a Docker instance hosted on a DigitalOcean droplet.

Education

University of Birmingham

2020 - 2024

Bachelor of Science, Computer Science with an Industrial Year

- Graduated with a 2:1
- Engaged with a broad Computer Science curriculum covering subjects such as software engineering, artificial intelligence, functional programming, cyber security, and dependable and distributed systems.
- Covered technologies including Java, C, C++, Haskell, HTML, SQL, Linux, Bash, Wireshark Git
- Participated in GDS (Games Development Society) and AFNOM (ethical hacking society).

University College London

2018 - 2020

Diploma of Higher Education, Biochemistry

- Computational biology module covering statistical analysis using the R programming language.
- Workshops on Bash, Python and bioinformatics databases.

A Levels

2016 - 2018

Biology A, Chemistry A, Physics A, Maths A*

GCSEs / ECDL

2013 - 2016

Maths A, English Literature A*, Science A*, Additional Science A*, Further Additional Science A*, Geography A*, History A*, French A*, Resistant Materials A*, English Language A, General Studies B, BCS Level 2 ECDL Distinction**