

FERDINAND HUBBARD

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Nationalities: Belgian, UK Settled Status (right to work) | Native languages: English, French

EDUCATION

University of Bristol (UoB) BSc Computer Science	Bristol, UK 2021 - 2024
<ul style="list-style-type: none">• Graduated with a 2:1• Highlighted units: types and lambda calculus, machine learning (coursework), computer graphics	
Ampleforth College A-levels	Yorkshire, UK 2016 - 2021
<ul style="list-style-type: none">• Further mathematics, mathematics, computer science, physics: A*, A*, A*, A	

EXPERIENCE

UoB Teaching Assistant	Bristol, UK Sep 2022 - Jun 2023
<ul style="list-style-type: none">• Supported first-year students in 'Imperative Programming' and 'Mathematics B' courses through in-class mentoring	
FN Herstal Software Engineering Intern (C++)	Herstal, BE Jun 2023 - Aug 2023
<i>World-renowned manufacturer of small arms and integrated weapon systems</i>	
<ul style="list-style-type: none">• Designed and implemented a system to calculate the coding-standard-coverage of a static analysis configuration• Compares static analyser output against rule counter-examples to detect missing and excess checks• Identifies rules needing human review and generates an interactive web report• Received very positive feedback about the clarity of the report, which makes clear the methodology that produced the results	
WEGY Intern	Brussels, BE Oct 2024 - Dec 2024
<i>Solar energy solutions provider</i>	
<ul style="list-style-type: none">• Developed a custom Odoo module for solar panel quoting with ROI projection• Helped improve client conversion rates by 25%	

PROJECTS

Gnucash Version Control (ASP.NET, C#, docker) - library repo - web-app repo	Feb 2025 - Current
<ul style="list-style-type: none">• Developed a .NET library to parse and find the 'diff' between two Gnucash files• Built an API and web UI (gnc-diff.ferdinandhubbard.com)• Enables version control and team collaboration for Gnucash users	
Games Project (rust) - git repo	Jan 2024 - May 2024
<ul style="list-style-type: none">• Worked in a team of 7 to develop a game for the Nintendo 3DS using a customised bevy game engine	
RecallAI (Kubernetes, docker, python, typescript)	May 2023 - Sep 2023
<ul style="list-style-type: none">• Co-developed a webapp that creates flashcards from lecture recordings using OpenAI's api• Developed the backend in a micro-services architecture to be made horizontally scalable with kubernetes	
Composite Design Tools (TypeScript, React)	Sep 2022 - May 2023
<ul style="list-style-type: none">• Collaborated with Imperial College London on a web-app to help visualise compressive strength models for composite materials• Received positive feedback from the IC material science department	
Chess.com bot (Python)	2022
<ul style="list-style-type: none">• Achieved 2900 elo on chess.com• Used a computer vision model to automate moves on an online chess board	
Pregame Analysis for League of Legends (Python, TensorFlow)	2021
<ul style="list-style-type: none">• Trained a neural net to predict match outcomes with 70% accuracy• Used Bayesian Optimization to fine-tune hyperparameters• Used Riot Games' API to collect millions of pre-game data	

SKILLS & ACTIVITIES

Programming Languages (from most to least proficient): C#, Python, C++, HTML & CSS, JavaScript, Rust.

Tools: Git, Kubernetes, Docker, LaTeX, CI/CD Pipelines.

Languages: Fluent in English and French.

Sports: Active member of the UoB tennis society. Passionate about running, golf, and climbing.

Technical Activities: Participated in a BAE Systems CTF competition, solving cybersecurity challenges.