FERDINAND HUBBARD

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Born in Belgium, I came to the UK to pursue a career in software engineering. To that end, I've developed my skills by working on challenging projects, and by being part of a team of software engineers during my internship at FN Herstal.

EDUCATION

Master of Engineering (MEng) Computer Science September 2021 - June 2025
University of Bristol *Bristol, UK*

A levels September 2016 - June 2021
Ampleforth College *Yorkshire, UK*
Further mathematics, mathematics, computer science, physics: A*, A*, A*, A

SKILLS

Programming languages: C++, C, python, golang, java
Web development languages: HTML & CSS, javascript, typescript
Tools: kubernetes, docker, git, LaTeX
Languages: bilingual in english and french

EXPERIENCE

Software Engineering intern June 2023 - August 2023
FN Herstal *Herstal, Belgium*
As a member of the core software engineering team, I took the lead in designing a system to generate and validate a static analysis configuration. Our goal was to automate adherence to the coding standard as much as possible, while identifying the rules that required human intervention for enforcement.

Teaching Assistant September 2022 - June 2023
University of Bristol *Bristol, UK*
I supported the teaching of the first year computer science 'Imperative programming' and 'Mathematics B' units.

PROJECTS

recallai.app (Kubernetes, python, typescript): June 2023 - current
My co-founder and I have developed a website that generates flashcards from lectures and videos. It leverages existing ML models to generate a transcript, and then condense that information into flashcards. The app is hosted in a bare-metal k8s instance, and was developed to be horizontally scalable.

Composite design tools (typescript, react): September 2022 - May 2023
My team and I worked with Imperial University's material science department to develop a website that packaged compressive strength formulas into models. These models were then used to plot graphs such that meaningful conclusions could be drawn from them.

Pregame analysis for video game 'League of Legends' (Python, Google Colab, TensorFlow): 2021
I collected and processed millions of pre-game data to train a neural network (generated using a Bayesian optimization algorithm) to predict the outcome of a game.

Maths Toolkit (C++, JavaScript): 2021
I developed a tool aimed at A-level Further Maths students to aid their learning of the Simplex algorithm, matrices and solving polynomials numerically.

EXTRA-CURRICULAR ACTIVITIES

Sports: I am an active member of the tennis and kickboxing societies at the university of bristol, and also like running and climbing.

Miscellaneous: I took part in a CTF organized by BAE Systems and the Bristol computer science society.