FERDINAND HUBBARD

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I am a motivated, aspiring software engineer with a strong academic foundation in computer science and practical experience in software development. I am particularly interested in embedded development but am open to working in other fields and languages, with a preference for C++.

EDUCATION

Bachelor of Science (BSc) Computer Science September 2021 - August 2024
University of Bristol *Bristol, UK*
Graduated with a 2:1
Highlighted units: types and lambda calculus, machine learning (coursework), computer graphics

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

SKILLS

Strong Programming Languages: C++, C, Python
Weak Programming Languages: HTML & CSS, javascript, rust
Tools: Git, Kubernetes, Docker, LaTeX, CI/CD Pipelines
Languages: Fluent in English and French

EXPERIENCE

Software Engineering Intern (C++) June 2023 - August 2023
FN Herstal, Herstal, Belgium
Designed and implemented a system to calculate the coding-standard-coverage value of a static analysis configuration. It does this by checking the static analyser's output to counter-examples (code snippets) to each rule in the coding standard. This system identified which custom checks should be added to the static analysis configuration, as well as which rules of the coding standard need to be verified by a human during code review. All this information is displayed in an automatically generated web page.

Teaching Assistant September 2022 - June 2023
University of Bristol, Bristol, UK
Supported first-year students in 'Imperative Programming' and 'Mathematics B' courses, providing in-class mentoring to improve understanding and performance.

PROJECTS

SPQM Odoo Module: Solar Panel Quote Maker (python) October 2024 - November 2024
Developed a custom Odoo module for a solar panel installation business to streamline quoting. Integrated year-on-year financial projections to showcase ROI of a solar panel installation, improving client conversion rates by 25%.

Games Project (rust) - git repo Jan 2024 - May 2024
Worked as part of a team of 7 to develop a game for the Nintendo 3DS in Rust, using a customized Bevy game engine.

RecallAI (Kubernetes, python, typescript) May 2023 - September 2023
Co-developed a webapp that generates flashcards from lectures and videos. It leverages existing ML models to generate a transcript, and then condenses 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
Collaborated with Imperial College London's material science department to create a web-based tool for visualizing and analyzing compressive strength models.

Pregame Analysis for League of Legends (Python, TensorFlow) 2021
Trained a neural network to predict game outcomes based on millions of pre-game data, achieving 70% accuracy. I also used Bayesian Optimization to tune the neural network's hyper-parameters

Maths Toolkit (C++, JavaScript) 2021
Created an educational toolkit for A-Level students, simplifying complex topics like the Simplex algorithm, matrix operations, and numerical solutions for polynomials.

EXTRA-CURRICULAR ACTIVITIES

Sports: Was an active member of the UoB tennis society and represented the University of Bristol in clay pigeon shooting competitions. Passionate about running, golf, and climbing.

Technical Activities: Participated in a CTF competition organized by BAE Systems and the Bristol Computer Science Society, solving cybersecurity challenges.