

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

- Graduated with a 2:1
- Highlighted units: types and lambda calculus, machine learning (coursework), computer graphics

Ampleforth College | A-levels Yorkshire, UK | 2016 - 2021

- Further mathematics, mathematics, computer science, physics: A*, A*, A*, A

EXPERIENCE

UoB | Teaching Assistant Bristol, UK | Sep 2022 - Jun 2023

- 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

World-renowned manufacturer of small arms and integrated weapon systems

- 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

Solar energy solutions provider

- 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

- 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

- Worked in a team of 7 to develop a game for the Nintendo 3DS using a modified bevy game engine

RecallAI (Kubernetes, docker, python, typescript) May 2023 - Sep 2023

- Co-developed a webapp that creates flashcards from lectures and videos
- Scaled the backend using Kubernetes to support parallel ML workloads

Composite Design Tools (TypeScript, React) Sep 2022 - May 2023

- Collaborated with Imperial College London on visualizing compressive strength models for composites
- Received positive feedback from the IC material science department

Chess.com bot (Python) 2022

- 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

- 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.