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

FN Herstal | Software Engineering Intern (C++)   Herstal, BE | Jun 2023 - Aug 2023
- Designed and implemented a system to calculate coding-standard-coverage of a static analysis configuration.
- Automatically checks static analyser output against rule counter-examples to detect gaps.
- Identifies rules needing human review and generates an interactive web report.

UoB | Teaching Assistant   Bristol, UK | Sep 2022 - Jun 2023
- Supported first-year students in 'Imperative Programming' and 'Mathematics B' courses through in-class mentoring.

WEGY | Intern   Brussels, BE | Oct 2024 - Dec 2024
- Developed a custom Odoo module for solar panel quoting with ROI projection.
- Helped improve client conversion rates by 25%.

Hanssens-Ensch law | Intern   Brussels, BE | Jan 2025 - Apr 2025
- Set up document templates, accounting reports, and case tracking via Microsoft 365.
- Provided tech support to staff.

PROJECTS

Gnucash Version Control (ASP.NET, C#, docker) - [library repo](#) - [web-app repo](#)   Feb 2025 - Current
- Developed a .NET library to parse and diff Gnucash files.
- Built an API and web UI ([gnc-diff.ferdinandhubbard.com](#)) to provide visual diffs.
- 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.
- Built a tool to aid in material science research and education.

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. Represented UoB in clay pigeon shooting competitions. Passionate about running, golf, and climbing.
Technical Activities: Participated in a BAE Systems CTF competition, solving cybersecurity challenges.