# FERDINAND HUBBARD

+32 479 820 811 ⋄ Bristol, UK

[ej21378@bristol.ac.uk](mailto:ej21378@bristol.ac.uk) ⋄ [https://www.linkedin.com/in/ferdinand-hubbard/](https://www.linkedin.com/in/ferdinand-hubbard/)

## OBJECTIVE

I am a second year computer science student looking for an internship during the summer of 2023.

## EDUCATION

**Bachelor of Computer Science**, University of Bristol                    Sep 2021 - June 2024
On track for a first class degree
First year average: 72.2%

**A levels**, Ampleforth College                    Sep 2016 - June 2021
Further Mathematics, Mathematics, Computer Science, Physics: A*, A*, A*, A

## SKILLS

**Programming languages: Python, C, Go**
**Languages: Bilingual in English and French**

## EXPERIENCE

**Teaching Assistant**                    Sep 2022 - Current
University of Bristol                    *Bristol, UK*

- I support the teaching of the first year computer science 'Imperative programming' unit.

**Work Experience**                    June 2020
Alterface                    *Wavre, Belgium*

- I worked on redesigning the company website and compared different website tools and software. By doing this I learned some key front-end development concepts, as well as how to structure a project report.

## PROJECTS

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

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

**Automatic eBay price analysis and comparison (Python):** I wrote a python script that uses the EBay API to collect and sanitize data on sold and listed items, to determine the price history of an item and automatically add listings that meet a criteria to your watch-list.

**Slingshot game (C#):** I made a level-based mobile game using the Unity game engine.