Gabriel Huddy

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Software Engineer with 2.5 years of professional experience across the stack

Work Experience

Genius Sports   27th May 2025 - Present
Software Engineer

- Practiced Cloud-native software development in C#/.NET using Docker, Kubernetes, queues such as RabbitMQ, and caches such as ValKey (fork of Redis).
- Practiced Infrastructure as Code, designing Terraform/Terragrunt modulest to deploy AWS infrastructure in a transparent and maintainable way.
- Created and extended CI/CD pipelines using GitLab CI and following security best-practices.

Xceptor   5th August 2024 - 16th May 2025
Software Engineer

Xceptor   4th July 2022 - end of June 2023
Placement Software Engineer

- Worked on a cross-functional Agile team, and delivered production-ready features using C#/.NET, Angular, Typescript/Javascript and SQL.
- Delivered core features for a frontend modernisation initiative, building re-usable Angular components and establishing usage patterns across the team.
- Major contributions to reducing technical debt. Proactively volunteered to complete enabler stories to re-architect legacy code, where I improved maintainability through rigorous application of software design patterns.
- Embodied a quality-first mindset, fully unit-testing solutions in NUnit and Jest and advocating for improved test-coverage during the code review process.
- Participated in an initiative to share learnings with colleagues, both presenting and participating in seminars on technical topics.

Education

University of Birmingham   2020 - 2024
Bachelor of Science, Computer Science with an Industrial Year

- Graduated with a 2:1
- Engaged with a broad Computer Science curriculum covering subjects such as software engineering, artificial intelligence, functional programming, cyber security, and dependable and distributed systems.
- Covered technologies including Java, C, C++, Haskell, HTML, SQL, Linux, Bash, Wireshark Git
- Participated in GDS (Games Development Society) and AFNOM (ethical hacking society).

University College London   2018 - 2020
Diploma of Higher Education, Biochemistry

- Computational biology module covering statistical analysis using the R programming language.
- Workshops on Bash, Python and bioinformatics databases.

A Levels   2016 - 2018
Biology A*, Chemistry A, Physics A, Maths A

GCSEs / ECDL 2013 - 2016

Maths A*, English Literature A*, Science A*, Additional Science A*, Further Additional Science A*, Geography A*, History A*, French A*, Resistant Materials A*, English Language A, General Studies B, BCS Level 2 ECDL Distinction*

Technical Skills

- Professional experience with backend technologies including C# and .NET. Further personal experience with Node.js and Express.js.
- Professional experience with frontend technologies including Angular, Javascript, Typescript, HTML, and CSS. Further personal experience with React.
- Professional experience with databases including PostgreSQL, Microsoft SQL Server, and DynamoDB. Further personal experience with NoSQL databases such as MongoDB.
- Professional experience with cloud-native technologies including microservices, AWS, EKS, Docker, Kubernetes, IaC, Terraform, Terragrunt, ValKey (fork of Redis), and RabbitMQ. Further personal experience with S3 and DigitalOcean.
- Professional experience configuring CI/CD pipelines using GitLab CI, YAML, and Bash scripting. Further personal experience using GitHub CI.
- Proficient in Linux, Bash, version control (Git), SSH, Vim, and other command line tools.
- Academic experience with C, C++, Haskell, Java, Python, and Linux kernel module programming.
- Strong grounding in networking fundamentals including HTTP, SSL, TCP/IP, DNS, and NAT.
- Proficient in multiple programming paradigms including object-oriented programming and functional programming, and principles such as SOLID/DRY and Domain-Driven Design.
- Professional experience with Agile methodologies including Scrum and Kanban.

Projects

Independent Game Development 2008 - Present

Ongoing lifelong hobby in my free time

- Game development in the Godot Engine using GDScript (Python-like language) and using custom GitHub CI workflows.
- Published multiple free web games with thousands of impressions.
- Demonstrated time-management skills by participating in Ludum Dare (Jam), a competition to develop and publish a complete game in under 72 hours. Received highly positive feedback and placed in the top 15% of entries.

OOP Dungeoneer 2023 - 2024

Final Year Project at the University of Birmingham

- Implemented a visual programming language and editor in the Godot Engine, with an interpreter in C#.
- Collected feedback to evaluate effectiveness as an educational tool and presented findings in an academic report.

resourced.me 2022

Web Application developed for Team Project module at the University of Birmingham

- Worked in a 6-student team using Agile methodologies including Scrum, user stories and pair programming.
- Delivered vertical slices for a full-stack web application using the MERN stack (MongoDB, Express.js, React and Node.js) with content sharing and user authentication.
- Configured a CI/CD pipeline to deploy the latest changes as a Docker instance hosted on a DigitalOcean droplet.