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| **Adam Leonard Hubble**29 Lovell RoadBedford, MK42 0LRMobile number: 07702084957Email address: adamhubble1@hotmail.co.uk | **LinkedIn**<https://www.linkedin.com/in/adam-hubble/>**Portfolio**<https://adamleonardhubble.github.io/portfolio/> |

**Personal Profile**

 A highly motivated, diligent, and detail-orientated individual, accustomed to working in fast-paced and deadline-driven environments. An established student, who has been awarded the prize for the best performance within the technology faculty at De Montfort University, this year, for video game development, mathematics, and intelligent systems. Experienced in video game development, intelligent applications, and project management, from an array of academic engagements. Currently seeking a position in which my knowledge-base, software development capabilities, and portfolio can be extended, professionally, and where my creativity can be implemented across a multitude of programming developments.

**Skills Profile**

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| * Programmatically endorsed
* Tenacious work ethic
* Artificial intelligence
* Project management
* Game development
* Problem-solving
* Self-motivated
* Teamworking
* Punctilious
 | * Fuzzy logic game applications
* Desktop game development
* Pathfinding in video games
* Game engine development
* Mobile game development
* Intelligent mobile robotics
* Artificial neural networks
* Game engine architecture
* Algorithmic optimisation
 | * Microsoft Visual Studio, Eclipse, Google Colaboratory, CoppelliaSim, RoS, Notepad++
* C++, C#, Python, Java, Lua, MATLAB
* Cinema 4D, Autodesk Maya
* Adobe Creative Cloud suite
* Microsoft Office suite
* Unity, GitHub, Git
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**Education and Qualifications**

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| 2020 – 2021 | **De Montfort University, Leicester***MSc Intelligent Systems and Robotics* Grade: Distinction (expected – 91.15% first and second semester average)* Programme focuses: intelligent mobile robotics, artificial neural networks and deep learning, fuzzy logic, natural language processing and computational intelligence optimisation.
* Development project: ‘Single-Image Super-Resolution: Towards the Enhancement of Sentinel-2 Satellite Imagery’, a modified state-of-the-art super-resolution neural network model purposed to furthering the perceptual quality of super-resolved satellite imaging.
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| 2017 – 2020 | **De Montfort University, Leicester***BSc (Hons) Computer Games Programming* Grade: First-Class Honours (90%)* Programme focuses: game engine architecture and development, fuzzy logic, intelligent mobile robotics, artificial intelligence in games, mobile game development, multi-service networking, three-dimensional modelling and shader language programming.
* Development project: ‘Under Lock and Key’, a single-player three-dimensional puzzler game developed for mobile-based platforms, which adopts an escape-the-room gameplay orientation and offers an established narrative development and a sinister-like aesthetic.
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| 2015 – 2017 | **Bedford Academy: Sixth Form, Bedford***Information and Communication Technology (ICT)* Grade: D\*D\* (QCF Diploma, BTEC Level 3)*Media Studies* Grade: C (A-Level) |
| 2012 – 2015 | **Bedford Academy, Bedford** Grade: achieved ten GCSE’s A – C (including *English*, *Mathematics* and *Sciences*)*.* |

**Work Experience**

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| August 2018–Present | **Primark, Leicester***Stockroom Assistant** Organised and ensured that products are stored in appropriate areas of the store.
* Processed, handled, and assisted with product replenishment from product distributions.
* Managed the maintenance of equipment and product storage in relevant areas of the store.
* Delivered an honest and satisfactory customer service experience when obliged.
* Baled cardboard and plastic material types for recycling.
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| May 2017–June 2018 | **TJX Europe, Bedford and Leicester***Sales Associate** Processed, controlled, and supported with product merchandising from product distributions.
* Entertained product feature point and department adaptations around the store.
* Maintained equipment and product storage area cleanliness and organisation.
* Delivered an authentic and adequate customer service experience when compelled, in sales floor and till point sceneries.
* Volunteered in charitable events hosted in-store.
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| September 2016 –January 2017 | **Bedford Swan Hotel, Bedford***Food and Beverage Team Member** Provided a query-solution service to fulfil customer interests and requests.
* Preparing function-allocated spaces prior to relevant functions and events.
* Delivered meal and beverage-serving services in a range of functions.
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| July 2016–July 2016 | **BT Openreach, Bedford***Engineer Assistant* Work placement experience* Participated in and led networking operations concerning copper jointing, fibre splicing, and copper termination.
* Observed engineer operations and engaged with relevant discussions.
* Attended and participated in live management consultations.
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**Achievements**

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| 2020 – 2021 | **De Montfort University, Leicester***Best Student of the Academic Year (2020 – 2021)* Prize award, issued by De Montfort University* Awarded for: *Games Development, Mathematics, and Intelligent Systems*
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| 2020 – 2021 | **De Montfort University, Leicester***Academia book chapter publication* Publication: *Fuzzy Logic: Recent Applications and Developments** Chapter title: *Artificial Intelligence in FPS Games: NPC Difficulty Effects on Gameplay*
* Publishing date: 24th May 2021
* Pages: 165 – 190
* Chapter: 11
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| 2013 – 2013 | **Sky Sports, Bedford***Game Changer experience, David Beckham Masterclass** Participated in a broadcasted, interactive football experience with David Beckham, as part of the Sky Sports production: David Beckham Masterclass, and programme: Sky Sports Game Changers.
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**Interests**

Outside of an academic environment, I tend to undergo creative activities such as graphic designing, video editing and video game development, where I regularly engage with online courses and retain focus on expanding my portfolio. Moreover, I often participate in sporting activities such as table tennis, Muay Thai, and attending a gymnasium, whilst further participating in recreational activities that are of a video game or televised nature. Expanding upon my interaction with video games, ever since a young age I have been eager to compete, document, and livestream my gameplay for a series of blockbuster titles. I am an outgoing individual, however, and where viable, I also like to socially connect with people as often as possible.

**References**

 Available upon request.