Henry De Courcy Thompson

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EDUCATION

University of Warwick 2024 – 2028
MMath Mathematics with Study Abroad *Coventry, UK*

- Year 1: 83%; Year 2: 77%. On track for First-Class Honours. Selected results: Mathematical Modelling 95%, Algebra 89%, Programming for Scientists 88%, Probability 83%, Algorithms 81%.

Ludwig-Maximilians-Universität München 2026 – 2027
Mathematics Exchange Year *Munich, Germany*

- Study optimisation, machine learning, computational mathematics, algebra and statistical modelling.

Sandringham School Completed 2024
A Levels and GCSEs *UK*

- **5 A* A Levels**: Mathematics, Further Mathematics, Computer Science, Spanish and German; 10 grade 9 GCSEs.

EXPERIENCE

FullHouse Hackathon 2026 – Present
Cofounder, Head of European Expansion *Munich / London*

- Leading FullHouse's Munich expansion after 600+ entrants from 50+ universities in 2026; own strategy, partnerships, operations and delivery for the 2027 event.
- Developed FullHouse's interactive Next.js website with custom 3D elements and drive structural decisions across sponsorship, competition format, partner strategy and operations.

Independent AI / Software Contractor 2026
Confidential client *Remote*

- Built and delivered an AI opportunity-infrastructure platform with sophisticated data processing and backtesting workflows.

PROJECTS

FishKiller 2026 – Present
Founder / Developer | JavaScript, probability, data modelling, algorithms *fishkiller.org*

- Designed, built and deployed a quantitative poker training platform with game-state logic, strategy data, Elo-based progression, mistake review and an AI coaching interface.

iFX Hack Hong Kong 2026
3rd Place | Team leader | AI infrastructure stress modelling

- Led the team and built the engine for an AI-infrastructure supply-chain stress model, including shock-permutation modelling, data validation/processing and an intuitive 3D visualisation layer.

FullHouse Research 2026 – Present
Agentic Poker Research | Python, simulation, statistics

- Published and ongoing research on poker-bot evaluation, imperfect-information game theory and tournament design, using simulation and statistical methods to improve agent comparison and selection.

SKILLS & INTERESTS

Technical: Python, JavaScript, Next.js, C++, R, Git, LaTeX, Excel; optimisation, simulation, machine learning
Languages: English (native), German (C1), Spanish (C1), Italian (B1)
Interests: Poker, chess, travel, startups and AI supply chains