JOHNSON PAKU

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SUMMARY

A recent graduate in Bachelor of Software Engineering (AI) looking for full time role. **Strong coding skills** and interested in **ML/AI** and **data analytics**, Open to learn various technical roles such as **cloud computing infrastructure** and pipelines with working knowledge of **SQL**, **REST**

EDUCATION

Media Design School Feb 2019 - Dec 2022

Bachelor of Software engineering, Al Manukau Institute of Technology

Feb 2010 - Dec 2011

Entry Level Engineering

EXPERIENCE

Data Science/Al Intern

Jul 2022 - Nov 2022

Datacom, Auckland

- Spatial analytics project to analyze people's foot traffic in office
- Built a WIFI probing device and Fisheye lens camera person detection with Raspberry PI to collect data
- Built data pipeline process, visualize on PowerBI
- Selected as team lead of 4 students

Cluster Image Segmentation(Jupyter Notebook)

Mar 2022

- UI interface with functional cloth tools eg. e.g. "push", "pull", "pin"
- Particle and constraint physics system

Cloth Game Simulation (UnrealEngine)

Jun 2022

- UI interface with functional cloth tools eg. e.g. "push", "pull", "pin"
- Particle and constraint physics system

PROJECTS

Anomaly Detection - Weather data (Jupyter notebook)

Jul 2022

- Anomaly detection using DBScan
- Inference summary with data visualization

Libraries: sklearn, IsolationForest, DBSCAN, seaborn, pandas

Research Assistant

Nov - 2022

Media Design School, Auckland

 Investigating data augmentation as a method to train visual recognition for indigenous data.

SKILLS

Python, C, MySQL, SSMS

Microsoft Azure, Power BI, Unity, Unreal Engine

Github, RaspberryPI, Linux

INTERESTS

Te Reo Māori

Physical health

AFFILIATION

Member, The Peers Unlimited Club

Student Exemplar Project (2022), Media Design School

Datacomp2022 (Hackathon)

Al EnviroHack (Hackathon)