



HENRY ABKIN

MACHINE LEARNING ENGINEER 4305, BRISBANE, AUSTRALIA 0406567376

◦ DETAILS ◦

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Australia
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◦ LINKS ◦

[LinkedIn](#)

[GitHub](#)

[Portfolio](#)

◦ SKILLS ◦

Python

Java

Machine Learning

PyTorch & Tensorflow

SQL

Tableau

Git

Technical Communication

◦ HOBBIES ◦

Music: Proficient in playing the guitar, drums, and bass.

Bartending: Skilled in bartending, showcasing a blend of technical expertise and creativity.



PROFILE

Recently graduated with a Bachelor of Computer Science majoring in Machine Learning at the University of Queensland. An ambitious machine learning engineer eager to gain hands-on experience in the industry. Actively seeking an internship or graduate program in machine learning, artificial intelligence, or data science to expand knowledge and skills. Gained experience in various data science projects, honing skills in Python, R, SQL, and data visualization tools such as Tableau and Power BI. Proficient in machine learning frameworks like TensorFlow and PyTorch. Driven by a passion for data science and machine learning, I am a quick learner, and possess a strong aptitude for creative problem-solving.



EMPLOYMENT HISTORY

Food And Beverage Attendant at Felons Brewing Co, Brisbane

August 2023 — Present

Math & Science Tutor at St Edmund's College Ipswich, Ipswich

June 2021 — January 2023

Mentored students in senior math and physics, which allowed me to hone my technical communication skills while keeping my fundamental calculus and linear algebra up to scratch.

Bartender at Katarzyna, Brisbane

April 2023 — August 2023

Lead Bartender at The Rusty Nail, Ipswich

November 2021 — April 2023



EDUCATION

Bachelor of Computer Science, The University of Queensland, Brisbane

February 2020 — December 2023

Majoring in Machine Learning



PROJECTS

Security Threat Recognition Application for Sporting Events, UQ

July 2023 — October 2023

Developed an application with an interdisciplinary team of 6 that identifies potential security threats (specifically smoking) in sporting events using computer vision from cameras inside the sporting arena. The application utilized YOLOv8 for threat detection and featured a GUI to communicate threats to security personnel. As the lead on the machine learning side, responsibilities included training and optimizing the YOLOv8 model, data collection, and working closely with the GUI team.

See More on my Portfolio