

# ROEL-JUNIOR ALEJO VIERNES

## Computer Science BSc (Hons) Graduate

 [www.rjviernes.tech](http://www.rjviernes.tech)

 London, United Kingdom

 [github.com/rjviernes620](https://github.com/rjviernes620)

 [linkedin.com/in/rjviernes620](https://www.linkedin.com/in/rjviernes620)

## PERSONAL STATEMENT

I'm a highly motivated Computer Science graduate with proven expertise in social media content creation, technical project development, and leadership within academic and ambassadorial roles. I'm skilled in conceptualising and producing content for marketing campaigns, with hands-on experience in video production, editing, and content management for the University of Greenwich. Adaptable and effective in multidisciplinary environments, with a track record of engaging with diverse stakeholders, leading student societies, and excelling in both independent and team-based projects. Recognised for innovative problem-solving, a passion for technology integration and automation, and a commitment to advancing digital engagement and technical excellence in every role I've undertaken.

## EXPERIENCE

### Faculty Social Media Assistant

#### University of Greenwich

 June 2023 - Oct 2025  Greenwich, London

- I create different pieces of content (specializing within videos) for the Social Media Channels for the Faculty of Engineering & Science at the University and sometimes for the main University pages too. I facilitate the production of content from conceptualizing to editing and then publication. I've additionally participated within the content creation for various marketing campaigns in the University (Inc. Clearing, Open Days etc.) as well as starred as the main role within the University's Profile video for the Computer Science suite of degrees on YouTube.

### Student Ambassador

#### University of Greenwich

 Oct 2022 - Nov 2025  Greenwich, London

- This role had allowed me to work for multiple different departments within the University including UK Student Recruitment, Outreach as well as roles within my own faculty. I had to constantly adapt my workflow and stance to appease the different stakeholders that I worked with as well as ensuring the I've furtherly received the University of Greenwich Instrumental Ambassador Award in 2024 for the contributions I've made in my role to the Scheme as a whole.

### Teaching Assistant

#### Brompton Academy

 Jan 2022 - Jul 2022  Gillingham, Kent

- This role involved me becoming a Teacher Assistant for a Year 10 Business Studies Class within my Secondary School. From assisting the students with understanding the material to help delivering lessons to assisting the Teacher with certain aspects of delivering their lesson as well as preparing and designing resources too.

## EDUCATION

### BSc (Hons) - Computer Science - 2:1

#### University Of Greenwich

 Sep 22 - Jul 25  Greenwich, London

### A Level

#### University of Kent Academies Trust

 Sep 20 - Jun 22  Gillingham, Kent

### GCSE

#### Brompton Academy

 Sep 15 - Jul 20  Gillingham, Kent

## INTERESTS

### Technical

- Human Computer Interaction
- Cloud Computing
- Hardware Engineering
- Machine Learning

### Hobbies

- Content Creation
- Music
- Traveling

## VOLUNTEERING

### Society President

#### comptech.gre (Greenwich Students Union)

 Sep 24 - Jul 25  Greenwich, London

### Programme Representative

#### Greenwich Students Union

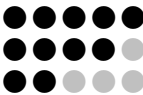
 Sep 23 - Jul 24  Greenwich, London

## SKILLS

### English

### Tagalog/Filipino

### Spanish



### Instrumental Ambassador Award 2024

Received at Greenwich Employability Awards for Performance and contribution to the scheme over the year.

### Making a Difference Award 2024

Received from the Faculty of Engineering and Science for volunteering and contribution to the University community.

## PROJECTS

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- **comptech.gre/hunt - An NFC based In-Person treasure hunt**  
With the use of NFC tags, I created a treasure hunt experience for new students joining the University during their Open Days. The project involved designing clues, programming NFC tags to provide hints, and setting up the physical locations around the campus to enhance student engagement and interaction.
- **Final Year Project: HandTyper - Hand Gesture based PC Interaction**  
The aim of this project is to introduce the potential use of Hand Gesture Recognition as a medium to interact with the commonplace PC; Outside of using the traditional mouse-and-keyboard approach. This project involves the development of a Computer Vision model which would emulate a mouse and keyboard. The keyboard will be done through the use of sign language translation of the British Sign Language (BSL) and mouse operation would be done with the simple use of Landmark detection across the video feed of the user.
- **University Open Day Guides w/ NFC Tags**  
To assist prospective students during the University Open Days whilst upholding the university's commitment to sustainability. I introduced a new system where staff members would have NFC tags linking towards a digital guide for the open day. This reduced the need for printed materials and allowed for easy access to information via smartphones.

## SKILLS

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Python   Java   Adobe Creative Suite  
HTML & CSS   Git/GitHub   Figma  
Machine Learning   Cloud Computing  
UI/UX Design   Video Editing  
Social Media Video Production

## CONTACT

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- Email: [rjviernes620@gmail.com](mailto:rjviernes620@gmail.com)
- Website: [www.rjviernes.tech](http://www.rjviernes.tech)
- LinkedIn: [linkedin.com/in/rjviernes620](https://www.linkedin.com/in/rjviernes620)

## CERTIFICATIONS

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- Certification1
- Certification2
- Certification3