ROEL-JUNIOR ALEJO VIERNES

Computer Science BSc (Hons) Graduate

⚲ www.rjviernes.tech 📍 London, United Kingdom ⌨ github.com/rjviernes620 in linkedin.com/in/rjviernes620

PERSONAL STATEMENT

A highly motivated Computer Science graduate with proven expertise in social media content creation, technical project development, and leadership within academic and ambassadorial roles. Skilled in conceptualising and producing for multimedia marketing campaigns, with hands-on experience in video production, editing, and campaign management for the University of Greenwich. Adaptable and effective in multidisciplinary environments, with a track record of engaging 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 automations, and a commitment to advancing digital engagement and technical excellence in every role 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
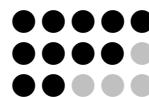
📅 Sep 23 - Jul 24 📍 Greenwich, London

SKILLS

Language	Level
English	●●●●●
Tagalog/Filipino	●●●●○
Spanish	●●○○○
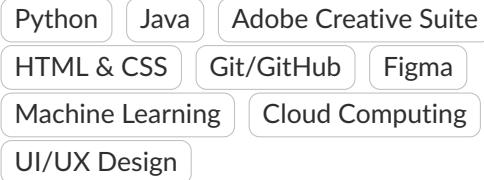
🏆 **Instrumental Ambassador Award 2024**
Received at Greenwich Employability Awards for Performance and contribution to the scheme over the year.

PROJECTS

- **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 developed a

SKILLS

Python | Java | Adobe Creative Suite
HTML & CSS | Git/GitHub | Figma
Machine Learning | Cloud Computing
UI/UX Design

CONTACT

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