ROEL-JUNIOR ALEJO VIERNES

Computer Science BSc (Hons) Graduate

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PERSONAL STATEMENT

Computer Science graduate (2:1) and multidisciplinary Creative Technologist specializing in the intersection of Machine Learning, Human-Computer Interaction and digital storytelling. From developing real-time Computer Vision systems (HandTyper) to leading technical video production for the University of Greenwich, I excel at translating complex engineering principles into high-fidelity user experiences. Seeking to leverage my background in Python, ML, and professional media production to build the next generation of AI-driven creative tools.

PROJECTS

Final Year Project: HandTyper - Hand Gesture based PC Interaction

- The aim of this project is to introduce the potential use of Real-timeHand Gesture Recognition as a medium to interact with the commonplace PC; Outside of using the traditional mouse-and-keyboard approach.
- Using libraries like Mediapipe, OpenCV and TensorFlows. 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.
- Landmark detection would be used here to track the points which make up the users hand to then establish and estimate the signals which the user is making prior to its translation to mouse and keyboard inputs.

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 interaction framework where staff members would have NFC tags linking towards a digital guide for the University and the relevant event.
- This reduced the need for printed materials and allowed for easy access to information via smartphones.

Coursework Project: TAS Speedruns and the use of AI in Games

- This project invovled me and my coursework group researching into different ML algorithms which are commonly used within the controlling of CPU players in video games and creating our own implementations of ML algorithms to onto the game "Super Mario Bros" to create a CPU player which would be able to complete levels in the fastest time possible.
- My own implementation included the use of the MCTS (Monte Carlo Tree Search) algorithm and pathfinding to create an AI agent which would be able to play through levels of Super Mario Bros.

EDUCATION

BSc (Hons) - Computer Science - 2:1

University Of Greenwich

Sep 22 – Jul 25 Greenwich, London

- Modules inc. Human-Computer Interaction, Machine Learning, Applications of AI, Software Engineering, Data Structures and Algorithms, Advanced Programming, Operating Systems etc.

A Level

University of Kent Academies Trust

Sep 20 – Jun 22 Gillingham, Kent

- Subjects: Information Technology (D*), Business Studies (D*), Finance (BB)
- 152 UCAS points

GCSE

Brompton Academy

Sep 15 – Jul 20 Gillingham, Kent

INTERESTS

Technical

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

Hobbies

- Content Creation / Social Media
- Music
- Traveling
- Gaming

VOLUNTEERING

Society President

comptech.gre (Greenwich Students Union)

Sep 24 - Jul 25 Greenwich, London

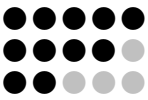
Programme Representative

Greenwich Students Union

Sep 23 - Jul 24 Greenwich, London

SKILLS

English
Tagalog/Filipino
Spanish



EXPERIENCE

Faculty Social Media Assistant

University of Greenwich

June 2023 - Oct 2025 Greenwich, London

- Conceptualised and produced technical video content for the Faculty of Engineering & Science, managing the full production lifecycle from storyboarding to final render.
- Collaborated with technical stakeholders (Professors, Researchers) to translate complex engineering concepts into accessible digital content, demonstrating the ability to bridge the gap between deep tech and user experience.
- Maintained brand consistency across multiple platforms, ensuring high-fidelity output for major university campaigns (Clearing, Open Days).
- I've additionally participated within the content creation for various marketing campaigns in the University (Inc. Clearing, Open Days etc.) as well as starred in the University's Profile video for the Computer Science suite of degrees on YouTube.

Student Ambassador

University of Greenwich

Oct 2022 – Oct 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.

Teacher Assistant

Brompton Academy

Jan 2022 - Jul 2022 Gillingham, Kent

- As a Teacher Assistant for Brompton Academy, I was responsible for supporting Year 10 students with their learning in Business Studies. I assisted in lesson preparation, provided one-on-one support to students, and helped manage classroom activities to create a positive learning environment.

SKILLS

Leadership | Teamwork | Communication

Technical

Python | Java | HTML & CSS | Git/GitHub | Machine Learning | Azure | CI/CD/DevOps | Cloud Computing | UI/UX Design

Creative

Adobe Creative Suite | Video Editing | Social Media Video Production

Design

Figma | Human-Computer Interaction

CONTACT

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- Website: www.rjviernes.tech
- LinkedIn: linkedin.com/in/rjviernes620

Instrumental Ambassador Award 2024
Received at Greenwich Employability Awards for Performance and contribution to the scheme over the year.

Making a Difference Award 2024
Recieved from the Faculty of Engineering and Science for volunteering and contribution to the University community.