

ROEL-JUNIOR ALEJO VIERNES

Computer Science BSc (Hons) Graduate

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PERSONAL STATEMENT

A highly motivated Computer Science graduate with proven expertise in video editing, technical project development and management, and leadership/Team Leading within academic and ambassadorial roles. I am Skilled in conceptualising and producing content for marketing campaigns, I have hands-on experience in handling sensitive data, editing, and content management. I have led teams during high-pressure Clearing operations for the University of Greenwich and contributed to the training and mentoring of new ambassadors joining the team. Adaptable and effective in multidisciplinary environments, I have 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 automations, and a commitment to advancing digital engagement and technical excellence, I bring a proactive, solutions-focused approach to every role I undertake.

PROJECTS

Final Year Project: HandTyper - Hand Gesture based PC Interaction

- Develop a real-time hand gesture recognition system as an alternative to traditional mouse and keyboard interaction.
- Use libraries such as Mediapipe, OpenCV, and TensorFlow to build a computer vision model that translates BSL signs into keyboard input and hand landmarks into mouse control.
- Implement landmark detection to track hand points and interpret gestures for corresponding computer input actions.

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 involved 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.

Senior UK Student Recruitment 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

Social Media Management

Orlo

Design

Figma

Human-Computer Interaction

CONTACT

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- 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.