TYREECE PAUL

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EDUCATION

Bachelor of Computer Science / Mathematics Graduating 2027

University of Queensland

Major: Machine Learning, Mathematical Artificial Intelligence,

Minor: Statistics, Data Science

Relevant coursework: Deep Learning, Artificial Intelligence, Backend Software Engineering, Statistical Methods, DevOps, MLOps

PROFESSIONAL EXPERIENCE

ChatStat, Gold Coast, QLD: Machine Learning Engineer Intern March 2025 – September 2025

- Led development of a transformer- and LDA-based topic extraction pipeline, increasing classification coverage by 45% and cutting manual labeling time by 60%.
- Applied reinforcement learning to optimize model weights from user feedback, improving precision by 35% and boosting overall user satisfaction by 25%.

Griffith University, Gold Coast, QLD: Research Assistant - Applied Science April 2025 – June 2025

- Co-designed choke point–aware GNN and led development of causality-aware analysis module, creating an interpretable framework using Directed Acyclic Graph and Blockchain Storage Algorithms to analyze environmental and decision-based crime factors.

PROJECTS

NFL Big Data Bowl 2026 - Prediction, Competition September 2025 - December 2025

Competed in Kaggle Competition predicting player movement after pass release with Gated Recurrent Unit and Hubert Loss architecture achieving 0.6 (Bronze Metal).

ACADEMIC PROJECTS

StyleGAN2 Condition MRI Generation for Alzheimers September 2025 - October 2025

Implemented generative model based on StyleGAN2 architecture with *PyTorch* for generating synthetic brain images conditioned on medical diagnosis using ADNI medical imaging dataset and deep learning.

Multilingual Audio Analysis and Comparative Visualization March 2025 - May 2025

Built comparative phonetic and acoustic feature analysis of equivalent words across languages using audio signal processing library *Librosa* and traditional machine learning including PCA, K-means clustering and linear regression models with *Scikit Learn*.

OTHER WORK EXPERIENCE

UQ Reality Labs, Brisbane, QLD: Secretary April 2025 - Present

- Coordinated club operations, including meetings, bookings, agendas, minutes, and record management.
- Coordinated logistics for *Careers in XR and Game Development*, managing speakers, venue, marketing, and event support, resulting in a 30% increase in attendance.

UQ Computing Society, Brisbane, QLD: General Committee, Events Officer May 2025 - Present

- Organised bookings, student talks, joint club social activities and keystone events including 5 events with 100+ attendees.

TECHNICAL SKILLS

Programming: Python, Java, SQL

Programming Environments: Vim, Tmux, Jupyter, MySQL, PostgreSQL, Conda, Docker, Git

Libraries: Pandas, Numpy, Scipi, PyTorch, Tensorflow, Skit-Learn, OpenGL, Matplotlib, Librosa

Certifications: Stanford Machine Learning Specialization

Extra: Arch (btw), Hyprland