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Jenson Brett Allaway

Summary

Computer Science (Artificial Intelligence) graduate with strong foundations in machine learning, data analysis, and software development. Experienced in building end-to-end ML projects using Python, TensorFlow, and computer vision techniques. Team-oriented leader with proven responsibility in supervisory roles, seeking an entry-level role in AI, data, or software engineering.

Computer Science Experience

Languages: Python, SQL, HTML/CSS, Bash, Delphi (Pascal), R Studio

ML & Data: TensorFlow, Scikit-learn, Pandas, NumPy, OpenCV

Visualization: Matplotlib, Seaborn

Web & Automation: Flask, RESTful, Selenium, BeautifulSoup

Databases: SQLite, SQLAlchemy

Other: Git

Project Highlights

Recycling CNN:

Built a convolutional neural network using ResNet50 transfer learning to classify recyclable materials. Implemented data augmentation, model freezing, and two-phase training to reduce overfitting. Applied early stopping and learning-rate scheduling to optimise validation accuracy.

Injury Predictions:

Logistic Regression based project that uses feature engineering to find the relation injuries different important factors. Data cleaning was done beforehand to improve results and data visualization to analyze the correlation after.

Handwritten Forgery Detection (Siamese CNN):

Implemented a Siamese deep learning architecture to verify handwritten signatures by comparing image pairs. Built a custom CNN and combined it with handcrafted handwriting features. Engineered a feature extraction pipeline using OpenCV and scikit-image. Applied attention mechanisms to both handcrafted features and embedding differences to improve similarity discrimination. Addressed class imbalance using focal loss and tuned class weights for improved robustness. Evaluated model performance using precision, recall, F1-score, ROC-AUC, and confusion matrices.

Education

University of Greenwich – 2025

BSc (Hons) Computer Science (Artificial Intelligence) with 2:1

Grey High School – 2021

Matric with full exemption

Subjects: English First Language, Afrikaans First Additional Language, Accounting, Art, Information Technology, Mathematics (Core level) and Life Skills.

Relevant Modules

AI RELATED

- AI Applications
- Machine Learning
- Natural Computing
- R Studio and Statistics

DEVELOPMENT RELATED

- Advanced Programming
- Advanced Algorithms
- Information Security
- Human Computer Interaction (HCI)

Achievements

2025 – Graduated from the University of Greenwich with a 2:1 in Computer Science (Artificial Intelligence)

2024 – Elected to be the Rugby Team Social Secretary at the University of Greenwich

2023 – Elected to the Rugby Team Captain position at the University of Greenwich

2021 - Half-academic colours in Grade 12

2020 – Selected for the South African Ryu Martial Arts Federation National Team

2019 – Received South African Ryu-Kyu Martial Arts Federation (SARMAF) Colours

Experience

Team Supervisor – Promotion at The Brookmill, overseeing shifts and ensuring efficient time and resource management, handling queries, key holder and trusted with money handling. Developed strong leadership, communication, and problem-solving skills under pressure.
September 2024 - Present

Front of House – Bartender and waiter at The Brookmill Pub and Kitchen.
October 2023 – September 2024

Bartender – Volunteered at McLaughlin's Irish Pub.
August 2023 – September 2023

Personal Interests

Rugby, Outdoor Activities, Travel, Movies