GREGORY TAYLOR

Computer Science Graduate
In-depth expertise in Machine Learning and AI

SKILLS

- Professional-level skills in Python, Rust, JavaScript, C/C++, and Java
- AWS, GCP, Containers, Kubernetes to orchestrate GPU clusters
- Machine Learning, AI architecture, dataset labelling, training, and fine-tuning:
  used NVIDIA-based GPUs to accelerate ops / cloud-hosted GPUs for edge deployment
- DevSecOps, CI/CD, git management, self-hosted git servers
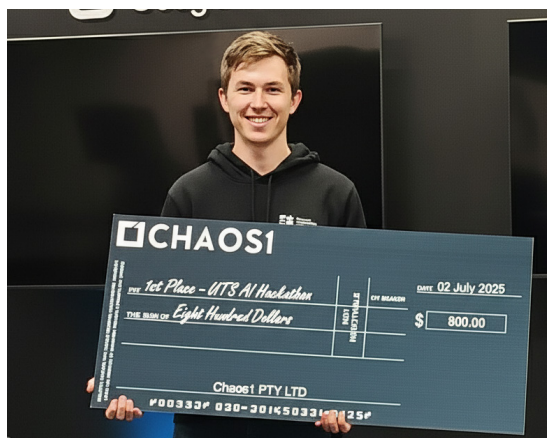
EDUCATION

University of Technology, Sydney | Bachelor of Computer Science

Final year Computer Science student with Honours in Data Analytics and AI
Graduating **November 2025** with Dean's Outstanding Academic Achievement Award

ACHIEVEMENTS

First Place AI Hackathon | July 2025 | UTS | Australian Army Battle Lab | Chaos1

- 1st place winner of AI programming competition with over 100 participants
- Collaborated with the Australian Military to develop SOTA techniques in intelligence gathering using AI
- Presented findings to a panel of experts, including live demos
- Deployment on limited compute environment (JetsonNano) for offline utilisation

EXPERIENCE (my latest work)

- **NuclearSmoke - Smoke Forecasting in NSW**
  High-performance smoke forecasting tool for NSW using Rust and WebAssembly

- **AutoInt - Automatic News Headline Detection**
  Custom clustering algorithm, asynchronous Rust functions, data ingestion and processing

- **OpenLoRa - Chirp Spread Spectrum Modulation in Python**
  LoRa chirp spread spectrum modulation for low-power IoT communication

CONTACT

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