

Jack Kelliher

Auckland, New Zealand

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Professional Summary

Early-career AI engineer and Computer & Information Science graduate with hands-on experience in computer vision R&D, ML model evaluation, production software development, and a proven ability to work on real-world AI systems under constraints, contribute safely to large codebases, and collaborate in multidisciplinary teams.

Experience

Computer Vision R&D Project - Project Manager & Machine Learning Engineer | Babcock Engineering Services Australia | 2025

- Led a 5-person team on a defence-aligned R&D initiative exploring ML-based asset detection and tracking
- Contributed to experimental computer vision pipelines under real-world operational constraints
- Collaborated with PhD-level researchers; produced technical documentation and stakeholder updates
- Operated in a high-stakes, NDA-restricted environment with strict delivery requirements

AI Data Annotation & Model Evaluation (Contract) | Data Annotation | 2024 - 2025

- Provided human feedback for reinforcement learning pipelines used to train large language models
- Progressed to authoring training outputs, auditing generated Python code, and contributing corrected code samples
- Passed internal certifications enabling higher-complexity evaluation and coding tasks

Software Development (Open Source) | Koha Library Management System Via Catalyst IT

- Reviewed and approved bug fixes using Git in a collaborative production environment
- Identified, fixed, and submitted PHP bugs to a large open-source codebase
- Recognized as an official Koha Project contributor

Education

Bachelor of Computer and Information Science

Double Major: Data Science & AI, Networks & Cyber Security

Auckland University of Technology — *Completed December 2025*

Academic Recognition & Additional Experience

- Outstanding Achievement Award (Highest Grade) in 2 final-year Papers with 6.8 GPA.
- CCNA & CompTIA Security+ Completed
- NetMission Ambassador; United Nations Fellow
- Selected representative for New Zealand on the yIGF Policy Proposal Team (2024); Organizing Committee member

Technical Skills:

Languages: Python, C++, SQL, PHP, JavaScript, Rust

AI / ML: Computer Vision, Model Evaluation, RLHF, Data Annotation, Experimentation

Tools: Git, Linux, Jupyter, OpenCV, PyTorch, Tensorflow

Foundations: Networking, systems thinking, technical documentation