Sarvesh Kumar

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Education

Vellore Institute Of Technology, Bhopal   CGPA: 8.68
Bachelor of Technology in Computer Science and Engineering   *October 2022 - Present*
Specialization in Cloud Computing and Automation

Technical Skills

Languages: Java, SQL, Python, JavaScript, HTML, CSS
Frameworks & Libraries: Pandas, Pygame
Developer Tools: GitHub, Visual Studio Code, IntelliJ IDEA, MySQL Workbench, Power BI

Projects

Sales Insight Data Analysis | *MySQL Workbench, Power BI*   May 2025
- Designed and optimized a relational database in MySQL with 40+ customers, 250+ products, and 150k+ transactions, enabling seamless integration with Power BI for business intelligence.
- Conducted revenue analysis of Rs. 984M+ across 3 regions and 2 sales channels, identifying top 17.65% of the market contributes to 88.70% of total revenue.
- Developed interactive Power BI dashboards with Slicers (Year/Month/Market), decreasing time-to-insight from 2 days to 2 hours and supporting real-time business decisions across 17+ markets.
- Cleaned, transformed, and structured raw sales data (customers, products, transactions), improving data reliability and reducing errors by 20%.

Survey Data Analytics | MySQL Workbench, Window Functions, Power BI   January 2025
- Developed an interactive Power BI dashboard analyzing responses from 630+ survey participants across 5 countries, offering insights into compensation, demographics, and job satisfaction.
- Conducted salary benchmarking across 7 data roles, identifying Data Scientists as the highest earners at $93.78k, and uncovering significant entry-level pay gaps.
- Implemented dynamic cross-filtering and country-wise TreeMap visuals, reducing insight discovery time by 60% and enhancing decision-making accuracy.
- Utilized DAX calculations and optimized data modeling for fast performance, delivering a responsive, professionally formatted dashboard with gauges, treemaps, and stacked visuals.

Memory Matching Game | Python, Pygame, Object-Oriented Programming   GitHub
- Designed and developed an interactive Memory Matching Game in Python (Pygame) featuring dynamic levels from 3×4 to 6×6 grids with real-time animations and scoring.
- Implemented state-based architecture (Menu, Gameplay, Game Over) ensuring smooth navigation and user experience.
- Optimized game logic with timer-based auto-flip and event-driven mechanics, improving responsiveness and reducing frame lag by 25%.
- Integrated modular OOP design (Card & Game classes) and gradient UI elements to enhance visual appeal and maintain scalable, reusable code.

Certifications

- Certified **AWS Academy Graduate – AWS Academy Cloud Foundations** by Ethnus.
- Udemy Certified - **Java Programming for Complete Beginners**.

Extra-Curricular

- Ranked in the top **0.56%** out of 200,000+ participants in the **Adobe India Hackathon** coding challenge.
- Solved **300+ coding problems** in Java across platforms (LeetCode, GeeksforGeeks, Codeforces), strengthening problem-solving and algorithmic expertise.
- Elected as **School Head Prefect**, leading a 50+ member student body, coordinating 10+ inter-house events, and driving school-wide initiatives.
- Interests include strategic games and team sports.