

# Sarvesh Mina

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Ambitious and dedicated Computer Science student with a strong foundation in AI education, software engineering, and technical society leadership. Proficient in game development, collaborative project management, and driving community engagement. Passionate about leveraging technology to solve real-world challenges and advance innovation in AI and software development.

## Experience

### Tech Manager, Google Developer Group Southampton | Southampton, United Kingdom

October 2024 - Current

- Organized workshops on Google technologies.
- Hosted talks and panels with industry experts.
- Led a team to run technical operations smoothly.
- Maintained the society's digital infrastructure.

### Head of Education, Artificial Intelligence Society Southampton | Southampton, United Kingdom

July 2023 - September 2024

- Led AI and coding workshops for students.
- Coached hackathon teams, boosting their confidence.
- Expanded educational offerings, increasing attendance.
- Delivered presentations on AI and programming.
- Engaged with industry professionals for mentorship.

### Student Ambassador University of Southampton | Southampton, United Kingdom

November 2023 - Present

- Conducted campus tours, providing insightful information about campus facilities, academic departments, and student resources.
- Acted as a valuable bridge between the university administration and the student community.
- Assisted in developing and delivering presentations to share personal experiences and insights about the university with prospective students.
- Participated in the University's Student Co-Design Panel, providing valuable feedback towards university policies and initiatives.

## Education

### MEng Computer Science with Year in Industry

University of Southampton

Expected 1:1

08/2022 - 06/2027

- Current Modules:** Machine Learning Technologies, Cloud Application Development, Research Project, Engineering Management

### A Levels

Podar International School

Aurangabad, India

2019-20

- Grades:** Mathematics (A), Computer Science (A), Physics (A)

## Skills

**General Programming** Java, Python, C/C++, C#

**Frontend Development** HTML, CSS, JavaScript, TypeScript, Unity (UI/UX), Vue.js

**Backend Development** MySQL, NoSQL, PostgreSQL, Node.js, Azure Functions, Pydantic

**Video Game Development** Unity, C# (Mono Language)

**Cloud Technologies** Azure, Github pages, Google App Engine, MongoDB, CosmosDB

**Scripting & Automation** Bash, Powershell, Docker, Latex

**Version Control** Git, Github

## Projects

### Calendify - A Group Calendar App (Link)

October 2024 - January 2025

Personal Project

- Designed and implemented a calendar and event management system using Azure Functions and Cosmos DB.
- Developed features including user registration, group calendar sharing, and CRUD operations for events.
- Built the frontend using Vue.js and Vuex for state management, ensuring a dynamic and responsive user interface.
- Used HTTP triggers to enable seamless communication between the frontend and backend.
- Integrated email notifications for user actions like registration, profile updates, and group events.
- Utilized Pydantic for data validation and bcrypt for secure password storage.
- Ensured scalable and serverless deployment using Azure's cloud services.

### Cube Runner 3D (Link)

April 2022 - October 2022

Personal Project

- Created a 3D endless runner game in Unity.
- Built procedural generation for dynamic platform creation.
- Developed AI to adjust difficulty based on player skill.
- Designed core game mechanics like controls and scoring.
- Optimized performance for smooth gameplay.