

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

Assistant Engineer – Software & Electrical Engineering, Foster + Partners | London / Southampton, United Kingdom

September 2025 - Present

- Developed internal software tools and automation to support BIM-driven architectural projects.
- Automated Revit workflows using pyRevit and Dynamo scripting, improving drawing speed, consistency, and QA/QC.
- Designed data-driven workflows integrating engineering data with Revit models to reduce manual errors.
- Produced and coordinated electrical layouts, schedules, and technical drawings within Revit.
- Supported the design and coordination of building electrical and ICT systems on large-scale projects.
- Collaborated with multidisciplinary teams to ensure designs met project standards, compliance, and delivery timelines.

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

October 2024 - June 2025

- 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.

Education

MEng Computer Science with Year in Industry

Expected 1:1

University of Southampton

08/2022 - 06/2027

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

A Levels

Aurangabad, India

Podar International School

2019-20

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

Skills

General Programming	C/C++, Java, Python, 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
Data Analytics	Power BI

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 integrated with serverless architecture.
- Configured advanced and seamless 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.