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

Summer Engineering Intern (Cloud), *Incel Rectifiers Ltd* | Dehli, India   *June 2024 - September 2024*
- Migrated data to Azure, enhancing cloud efficiency.
- Managed and updated the company's website.
- Collaborated with departments for seamless data migration.
- Developed tools to automate workflows and boost productivity.
- Resolved hardware and software issues swiftly.

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.

Education

MEng Computer Science with Year in Industry   *Expected 1:1*
Univesity 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	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.