

# Sarvesh Mina

sarvesh.mina@outlook.com | [github.com/SarveshMina](https://github.com/SarveshMina) | [linkedin.com/in/sarvesh-mina/](https://linkedin.com/in/sarvesh-mina/)

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.

## Industry Experience

### Summer Engineering Intern (Cloud), Incel Rectifiers Ltd | Dehli, India

June 2024 - September 2024

- Migrated company data to Azure, streamlining data management processes and enhancing cloud storage efficiency.
- Managed and maintained the company's website, implementing updates and new features to improve user experience and functionality.
- Collaborated with different departments to ensure seamless data migration, minimizing disruptions and aligning with operational needs.
- Developed internal tools to automate workflows, increasing productivity and reducing manual tasks across the organization.
- Gained hands-on experience in database management by restructuring and optimizing data storage solutions using Azure Cosmos DB.
- Troubleshooted and resolved hardware and software issues, ensuring smooth day-to-day operations for employees.

## Volunteer Experience

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

October 2024 - Current

- Organized workshops and hands-on sessions focused on Google technologies, including cloud computing and machine learning, empowering students and professionals alike.
- Collaborated with industry experts to deliver talks and panel discussions, bridging the gap between academia and industry for members.
- Managed and mentored a team of tech enthusiasts to ensure the smooth running of technical operations during events and workshops.
- Developed and maintained the society's digital infrastructure, ensuring seamless communication, registrations, and content delivery.

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

July 2023 - September 2024

- Organised and led ML/coding workshops, helping students grasp complex artificial intelligence and programming concepts.
- Mentored and coached team members for hackathons, ensuring they were well-prepared and confident in their coding abilities.
- Strategically expanded the club's educational offerings, resulting in a notable increase in workshop attendance and membership growth.
- Delivered engaging and informative presentations on various programming topics, artificial intelligence, and industry trends, fostering a culture of continuous learning within the club.
- Collaborated with industry professionals to provide students with real-world insights and mentorship.

## Education

### MEng Computer Science with Industrial Studies

Expected 2:1

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

### Programming

Java, C/C++, C#, Unity 3D, Unity 2D, Objective C, Google App Engine, Javascript, Python, Javascript, Git, Scripting (Bash), LaTeX, HTML, Azure, SQL, JSON

### Soft Skills

Time Management, Problem-solving, Documentation, Leadership

## Projects

### Runway Redeclaration Tool

October 2023 - March 2023

Collaborative University Project (Team Project)

- Contributed to developing a **Runway Redeclaration Tool** as part of a collaborative university project focused on modernising aviation safety protocols.
- Implemented runway calculations like **Takeoff Distance Available (TODA)** and **Accelerate-Stop Distance Available (ASDA)** to ensure precise and safe flight operations.
- Assisted in designing a modern and intuitive **user interface** with an emphasis on usability, visual clarity, and responsiveness.
- Collaborated with team members to integrate complex mathematical models into the system, enhancing the accuracy of runway clearance predictions.
- Utilised **Agile development practices** with frequent iterations and feedback to improve the tool's functionality and user experience.

### Cube Runner 3D

April 2022 - October 2022

Personal Project (Team Project)

- Developed a **3D endless runner game** using Unity, showcasing proficiency in 3D game design and object-oriented programming.
- Implemented **procedural generation** to create dynamically generated platforms, ensuring a unique experience for every player session.
- Added an adaptive **AI difficulty system** that adjusted the game's challenge level based on player performance, providing an engaging experience.
- Designed interactive **game mechanics** such as player controls, collision detection, and score tracking to create a seamless user experience.
- Optimised game performance by reducing computational overhead, ensuring smooth frame rates even during intense gameplay sequences.