

Satvik Garg

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Manchester, UK

SUMMARY

Motivated Computer Science undergraduate at the University of Manchester with a First-Class average. Experienced in full-stack development, real-time systems, and machine learning. Demonstrated leadership in university societies and national-level hackathons. Passionate about building impactful tech products and solving real-world problems.

EDUCATION

- **University of Manchester, UK** Sep 2024 – Present
BSc (Hons) in Computer Science. Year 1 completed with First-Class average (~75%).
Key Modules: Data Structures, Algorithms, Object-Oriented Programming, Databases, Machine Learning
- **The Millennium School, Haryana, India** 2022 – 2024
CBSE Board (Class 12): English (96%), Physics (95%), Chemistry (95%), Mathematics (94%), Informatics Practices (95%)

PROJECTS AND EXPERIENCE

- **Smart Campus Connect Platform (SCCP)** — Full-stack social networking app for students built with Next.js, Supabase, and NextAuth. Designed scalable role-based database schema, RSVP system, and real-time notifications. Deployed on Vercel and onboarded 50+ users within two weeks.
- **AI Gym Buddy (StudentHack, University of Manchester)** — AI-powered fitness assistant using MediaPipe, Gemini API, Node.js, and Python. Provided live form correction and feedback. **Secured 3rd place** in the Google Developer Club Challenge (100+ teams).
- **PromptClash** — Real-time multiplayer party game inspired by Quiplash and Skribbl. Built using SvelteKit, JavaScript, Supabase; deployed via AWS with CI/CD workflows. Reached 100+ active users during university game nights. [prompt-clash.xyz]
- **Retail Management Tool** — Billing and inventory application for small retailers. Built in Python with Tkinter GUI and SQLite backend. Supported dynamic receipt generation, sales tracking, and discount automation. Used by 5+ retail stores.

LEADERSHIP ROLES

- **Logistics Head, Great Uni Hack (GUH)** — CS Society, University of Manchester
Directed logistics for a 36-hour hackathon hosting 200+ attendees. Coordinated travel, equipment, and venue setup. Negotiated with 20+ vendors and led an 8-person volunteer team, ensuring seamless operations throughout the event.
- **Events Head, Daytrip Society** — University of Manchester
Planned and managed 5+ student excursions (50–100 attendees each), improving event turnout by 40%. Managed £2,000+ in budgets and introduced automated booking processes, cutting coordination time by 50%.
- **Senior Deputy Head Boy** — The Millennium School, India
Oversaw 25+ student initiatives spanning academics, leadership, and outreach. Mentored 30 prefects, initiated leadership workshops with 300+ attendees, and improved event planning through structured reporting.
- **Head Speaker, Model United Nations (MUN)** — The Millennium School, India
Led 200-member MUN society. Represented school in national-level simulations (300+ participants). Trained 50+ delegates in diplomacy and policy writing; launched mentorship pipeline to support junior engagement.

TECHNICAL SKILLS

- **Languages:** Python, JavaScript, Java, PHP, Verilog, HTML/CSS, LaTeX
- **Frameworks Tools:** Next.js, SvelteKit, Supabase, NextAuth, Node.js, Git, Fusion360, AWS, Questa
- **Libraries:** Pandas, NumPy, Scikit-learn, Matplotlib, MediaPipe
- **Platforms:** Arduino, Raspberry Pi, SQLite, PostgreSQL
- **Other:** CI/CD, Agile Development, Public Speaking, Event Planning, Team Leadership