

Jeevanesh Sathiaselan

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Education

University of Central Florida

Aug. 2022- May 2026

Bachelor of Science in Computer Science

Orlando, Florida

Relevant Coursework: Object Oriented Programming, Algorithm Analysis, Business Research, Algorithms for Machine Learning, Data Structures, App Development, UI/UX Design, Computer Logic and Organization, Security in Computing

Technical Skills

Languages: Python, C, Java, CSS, HTML, JavaScript, React.js, SQL

Developer Tools: VS Code, Google Firebase, Android Studio, AWS, Flutter, YOLO, OpenCV

Projects

Mantle | *Python, React.js, YOLO, OpenCV, Vercel*

January 2025 – April 2025

- Designed a **machine learning-powered** system to analyze sports footage and assist in referee decision-making by implementing **object detection (YOLO)**, **clustering (K-means)**, and **motion tracking (Optical Flow)**
- Improved sports analytics as measured by detailed tracking of player movements, ball control, and field dynamics, providing real-time insights.
- Built a React.js website to showcase the Mantle idea and allow users to discuss refereeing decisions in forums, fostering engagement and feedback.
- Addresses human error in officiating by developing prompts to explain decisions with transparency in calls.

Football Analysis | *Python, YOLO, OpenCV*

August 2024

- Accomplished real-time **object detection** and tracking capabilities as measured by the system's ability to analyze player movements, ball trajectories, and key events by using **YOLO** for object detection, **OpenCV** for image processing, and **Python** for backend development.
- Achieved enhanced football match analysis as measured by detailed insights and visualizations by implementing an **ML-driven approach** to improve performance evaluation and strategy development.

Tempo | *React JS, JavaScript, AWS*

August 2023

- Accomplished **front-end development** measured by an interactive and responsive user interface by using **React JS, JavaScript, CSS, and HTML**.
- Built a **business model canvas** measured by feedback from professors and investors by conducting one hundred interviews and gathering extensive survey data through online forms and in-person interviews.
- Improved the **user interface** as measured by interviewee feedback by creating mock-ups in **Figma** and iteratively updating the design.

Stride Squad | *Android Studio, Dart, Flutter, Google Firebase, iOS*

March 2023

- Accomplished the integration of user input processing as measured by accurate running goal statistics returned to users by leveraging **Google Firebase** for **back-end functionality**.
- Enhanced **user experience** by implementing layout changes and designing a user-friendly UI with **Flutter**.
- Promoted mindfulness and physical activity as measured by user engagement by collaborating with team members to create this lifestyle enhancement app.

Web Development | *CSS, HTML, JavaScript*

June 2022

- Designed my **own website** highlighting my project demos, extended experience and more of my personal life.
- Used **CSS** to create a **UI** that is modern, user-friendly, and easily configurable and future-proof.

Leadership / Extracurriculars

Esports at UCF - Title Manager

August 2023 – Present

- Currently managing and playing one branch, or game, of Esports at UCF (Counter Strike)
- **Facilitating tryouts for one hundred** players every year, team practices for two 5-man teams, tournament entries for both teams, travels, and player wellness
- Attempting to turn the club into a varsity program and collaborating with eighty-five officers to make it happen
- Current Achievements: The **number 1 CS2 team** in the State, along with thousands of dollars in winnings