SHARAN VELAMBATH

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Education

Master of IT Jul, 2026 - Dec, 2027
The University of Melbourne
Major: Artificial Intelligence

Bachelor of Science - Computer Science Jul, 2023 - Jun, 2026
The University of Melbourne

- Computing and Information Systems
- WAM: 84.52%

Experience

Undergraduate Developer Sep, 2025 - Present
Forvis Mazars, Melbourne, Australia

- Design and develop internal business applications using Microsoft Power Apps, Power Automate, SharePoint and Power BI, digitising and automating workflows across the firm
- Developed and enhanced an employee provisioning platform supporting IT requests and employee onboarding through multi-stage approvals, role-based interfaces, automated notifications and document management
- Built Power Automate workflows coordinating approvals between managers, IT, Finance and Partners, with automated reminders, status-based routing and email notifications
- Collaborate directly with stakeholders across business functions to understand existing processes, identify automation opportunities and translate requirements into practical technology solutions
- Support adoption of Microsoft Copilot and workplace AI tools, including delivering internal workshops and demonstrations for employees

Volunteer and Extra-curricular Activity

University of Melbourne Information Security Club, Events Director

- Led a team of 7 committee members to plan and deliver academic workshops, Capture The Flag competitions and social events
- Managed event logistics including venue bookings, catering and promotion, delivering 5+ events with an average attendance of approximately 20 participants
- Partnered with sponsors including McGrathNicol to organise cybersecurity competitions and workshops attracting 20-30 participants

University of Melbourne Information Security Club, Education Officer

- Organized and delivered academic workshops on cybersecurity, educating students on topics such as penetration testing, network analysis, and SQL injection
- Facilitated interactive sessions for 15+ university students per session, covering fundamental cybersecurity principles and practical applications
- Cooperated with a team to organize social nights, including trivia and game nights, increasing club engagement and reputation

Skills

Programming Languages: Python | SQL | JavaScript | R | Java | C | HTML | CSS
Power Platform: Power Apps | Power Automate | Power BI | Power Query | DAX
Data & Analytics: pandas | matplotlib | Tableau | Excel | data modelling | data visualisation
Frameworks & Technologies: React | Next.js | Node.js | SharePoint | REST APIs | Git

Projects

German Traffic Sign Classification May, 2025 - May, 2025
University Project, Melbourne, Australia

- Built a machine learning pipeline to classify German traffic signs using Scikit-learn
- Applied Logistic Regression, Support Vector Machines, and Multi-Layer Perceptrons to explore model performance
- Developed a stacked ensemble model, achieving a test accuracy of 92%
- Performed data preprocessing, image normalization, and hyperparameter tuning to optimize model accuracy

AI Game-Playing Bot May, 2025 - May, 2025
University Project, Melbourne, Australia

- Collaborated with a team-mate to develop an autonomous agent to play Freckers, a grid-based frog game
- Implemented Monte Carlo Tree Search (MCTS) with custom utility and evaluation functions to guide decision-making
- Tuned rollout strategies and search parameters, achieving a 90% win rate against competing student agents
- Applied principles of adversarial search, heuristic design, and AI planning in a game environment

Data Analysis Project Sep, 2024 - Oct, 2024
University Project, Melbourne, Australia

- Engaged with 3 group members to analyse relationship between electronic gambling machine losses and crime rates
- Utilised python pandas to clean, shape and merge different data tables
- Incorporated methods such as K-means clustering, K-Fold cross-validation, NMI and regression

- Predicted future crime rates by utilising regression techniques and presented findings to a panel of 2 academics, demonstrating analytical thinking, structured problem-solving, and data visualization skills

Taxi Game Development Sep, 2024 - Oct, 2024
University Project, Melbourne, Australia

- Applied Object Oriented programming concepts to create a simple taxi game in Java
- Designed and implemented a class hierarchy by adopting Inheritance, Interfaces, and Abstract Classes, reducing code redundancy and enhancing maintainability
- Incorporated design patterns such as Singleton and Factory, ensuring modularity and scalability for future feature enhancements

Certificates

Google Data Analytics Professional Certificate - Gaborone, Botswana
December 2022 - May 2023

- Gained proficiency in data analysis techniques, including cleaning, visualizing, and interpreting data using tools such as Spreadsheets, Tableau, and R, enabling effective decision-making