Ankur Desai

(248) · 657 · 3805 ♦ ardusa05@gmail.com ♦ https://ardusa.github.io

EDUCATION

Michigan State University

Expected, May 2028

B.S. in Computer Science & Engineering

East Lansing, MI

• GPA: 3.74

• Relevant Coursework: Linear Algebra, Discrete Mathematics

EXPERIENCE

Project Team Lead

September 2024 - Present

ThinkStack

East Lansing, MI

- Led a cross-functional team of 4 software engineers and 2 designers to architect, launch, and iterate upon a Next.js webapp and an Electron desktop application for note-taking, concept visualization, and creative exploration
- Facilitated SCRUM meetings, coordinated sprints, and ensured synergy across frontend, backend, and UI/UX teams
- Translated client requirements into detailed technical specifications through requirements engineering

Web Development Intern

May 2025 - August 2025

WFS Consulting Group

Plymouth, MI

- Crafted a detailed Figma mockup aligned with client branding, user experience goals, and industry best practices
- Engineered responsive layouts using React components and CSS Media Queries to serve any device and screen size
- Deployed the website via GoDaddy Linux hosting, ensuring live client access and functionality

PROJECTS

Mira - AI Personal Assistant

May 2025 - Present

Full-Stack Development | Python, FastAPI, SQL, Electron, JavaScript

GitHub Link

- Developed a REST API with FastAPI for real-time audio buffer processing using OpenAI Whisper and noisereduce
- Integrated the Gemini API for natural language processing, contextual understanding, and information extraction
- Implemented speaker recognition with DBScan clustering and built a dynamic client selection algorithm leveraging Voice Activity Detection (VAD)

WizViz (SpartaHack X)

February 2025

Hackathon Project | Python, PyGame, OpenCV, MediaPipe

Devpost Link

- Developed an augmented reality game using Computer Vision and PyGame where two players can duel as wizards, casting spells, dodging attacks, and using healing potions, all in real-time via hand gestures and body movements
- Applied OpenCV and MediaPipe Pose model to track multiple player movements, enabling gesture recognition
- Awarded Best Game in Interactive Media track, among 100+ projects and 350+ participants at SpartaHack X

TECHNICAL SKILLS

Languages	Java, Python, JavaScript, SQL, Bash
Frameworks & Libraries	
Databases	MongoDB, Neo4j, PostgreSQL
Tools & Platforms	Docker, Git, GitHub Actions, Cursor, Figma