Ankur Desai

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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 . . . . React, Electron, FastAPI, SQLAlchemy
Databases . . . . MongoDB, Neo4j, PostgreSQL
Tools & Platforms . . . . Docker, Git, GitHub Actions, Cursor, Figma