

LOKESH DAS

thelokesh08@gmail.com | (573) 647-1103 | Rolla, MO | [linkedin.com/in/lokesh-das](https://www.linkedin.com/in/lokesh-das) | bit.ly/lokeshdas

EDUCATION

Missouri University of Science and Technology May 2028
B.S. in Computer Science | B.S. in Computer Engineering **GPA: 4.0**

Coursework: Data Structures, Differential Equation, Computational Solving, Computer Organization, Circuits I, Microcontrollers and Embedded Systems, Computer Organization

EXPERIENCE

Research Assistant Sept 2024 - Present
Missouri S&T Kummer Institute Center for AI & AS Rolla, MO

- Leveraged Ray Tune to automate hyperparameter tuning and training pipelines, enhancing model accuracy by 12% .
- Resolved over 10 critical bugs through 100+ testing of image and LLM models, increasing model stability.

Coding Lead, Electronics and DAQ Sub-Team Aug 2024 - Present
Missouri S&T Miner Baja Design Team Rolla, MO

- Engineered an Arduino-based speedometer that processed real-time GPS data, achieving 98% accuracy.
- Developed a long-range LoRa telemetry system that streamed 5 sensor data points to a live dashboard, directly leading to improved vehicle diagnostics and race strategy.

Software Developer Job Simulation Aug 2025
Forage: Wells Fargo | Quantum Online

- Architected a relational database schema and ERD for a new financial system, implementing the core data model in Java to provide the backend foundation for real-time portfolio tracking.
- Created a Dash application and an automated testing pipeline using Pytest and Bash, enabling a client to analyze the impact of price changes on sales and profitability.

PROJECTS

Historical Stock Analysis of Top Tech Companies

IBM Python Project for Data Science Certificate

- Extracted stock prices and financial revenue through yfinance REST API and web scraped with BeautifulSoup.
- Built a data cleaning pipeline using pandas to process and transform raw, multi-source data, ensuring data integrity.
- Performed exploratory data analysis (EDA) to identify key trends and insights from the cleaned financial data.

Codemonf Rebellion - Turn-Based Strategy Game

- Designed a game logic for a 2D grid battlefield, including an AI enemy, focused on OOPS architecture and design.
- Implemented core game systems using manual dynamic memory management to prevent memory leaks.
- Collaborated in iterative development, applying problem-solving and debugging skills to optimize the performance the gameplay experience.

SKILLS

- **Programming Languages:** Python, C/C++, Java, JavaScript, Assembly, Haskell, Bash
- **AI & Data Science:** Pandas, NumPy, Matplotlib, Jupyter, Dash, plotly, Search(A*, Adversarial Search),
- **Web Development:** HTML, CSS, RESTful APIs, Spring Boot, Web Scraping
- **Databases & Cloud:** Database Design, Data Modeling, Relational Databases, AWS
- **Development & Tools:** Git, pytest, Selenium, Virtual Environments, Debugging & Troubleshooting

HONORS

- 2nd runner up, 24 Hour Impact challenge, 2024
- Kummer Vanguard Scholar, 2024
- Deans List, 2024 - present