# Daksh Mehta

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## SUMMARY

Aspiring Data and Software Engineer with internship experience as a Data Engineer, skilled in designing automated workflows and developing Python scripts for data extraction and analysis. Successfully made a multi agent AI for database management. Eager to leverage technical skills and teamwork to contribute to innovative software solutions.

## EDUCATION

**Michigan State University, College of Engineering** **May 2026**
*Bachelor of Science, Computer Science* **GPA: 3.84**
Agentic AI, Machine Learning, Database Management, Data Structures and Algorithms

## EXPERIENCE

**iCustomer (Python (Pandas, NumPy, API), PostgreSQL) |** *Data Engineer Intern* **May 2025 – Aug 2025**

- Designed and implemented automated workflows for data extraction and integration using HubSpot, Postgres and Airbyte, improving CRM data accuracy and reducing manual input.
- Developed robust Python scripts for web scraping, API interaction and cleaning large datasets (17M+ rows), enabling comprehensive analytics and visualization of company and contact data
- Build end to end dashboards and visual reports using pandas and Matplotlib to analyze company size distribution, industry trends and user engagement
- Built a tool to scrape company information from search engines using Selenium and Pyppeteer, adding missing details and improving data quality without needing login access

## PROJECTS

**Agentic AI Website (Python, PostgreSQL, Flask, Docker) |** *Student* **Septemeber 2025**

- Developed a full-stack AI-native web application using Vue.js, Flask, PostgreSQL (pgvector)and Docker, integrating OpenAI's GPT models to build an intelligent, multi-agent conversational system.
- Implemented semantic search and ReAct reasoning workflows by generating vector embeddings with pgvector and applying chain-of-thought logic for context aware database queries and responses.
- Developed safety and validation mechanisms using Flask sessions and Socket.IO to confirm risky AI operations, ensuring secure real-time human oversight of automated database operations.

**Computer Graphics (C++, OpenGL, GLSL) |** *Student* **April 2025**

- Implemented a regular enneagonal (9-sided) prism model using modern OpenGL with vertex/fragment shaders, enabling efficient real-time rendering
- Designed texture mapping and lighting to enhance 3D visualization, ensuring accurate geometric represntation
- Optimized rendering pipeline by leveraging indexed drawing, VAOs and VBOs to reduce redundancy and improve performance
- Applied transformations and perspective projection to create dynamic camera movement and interactive visualization

## LEADERSHIP & VOLUNTEER ACTIVITY

**Michigan State University Library, Digital Scholarship Lab** **Sep 2023 - Present**
*Student Tech Assistant*

- Trained new library employees in various technologies, including VR and specialized projection rooms through effective verbal communication
- Diagnosed and resolved computer malfunctions by effectively applying problem-solving skills

**MSU TABLE TENNIS CLUB** **Sep 2023 - Present**
*Junior Varsity Team Member and Mentor*

- Train new members in different techniques, such as top spin and chops

## TECHNICAL SKILLS

- **Proficient:** Python, C++, Linux, SQL, Excel, Blender, Microsoft Office Suite, Google Suite
- **Intermediate:** JavaScript (Vue-js), Unity, C# (Unity), HTML & CSS