Daksh Mehta

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OBJECTIVE

Utilizing quantitative and technical skills in addition to integrity and teamwork; seeking an internship position to explore and learn while adding value

EDUCATION

Michigan State University, College of Engineering, Honors College – E. Lansing, MI

Bachelor of Science, Computer Science

May 2026

RELEVANT COURSEWORK

Data Structures and Algorithms, Computer Architecture, Intro to Programming (C++ and Python), Discrete Math and Calculus

EXPERIENCE

MSU Library, Digital Scholarship Lab – E. Lansing, MI

Student Assistant September 2023 - Present

- Designed and drafted detailed 3D models using Blender for a specialized 360 projection room to increase student engagement
- Guided students in various classes on proper use of VR technologies and 360 projection screen,
 while managing a room allotment system for seamless operations

S.P.A.R.T.I.E Lab – E. Lansing, MI

Student Intern October 2023 - Present

- Optimized 3D models used to showcase the physical lab on the lab website which lead to a decrease in loading times by 20%
- Testing virtual reality environments which are to be used as virtual office spaces, making sure that all the features are working as intended

PROJECTS

Independent Project – E. Lansing, MI

September 2023

 Built a handwritten digit recognition machine learning model using Google's TensorFlow library for Python, achieving 97% accuracy

Intro to Programming Course II (C++) – E. Lansing, MI

August 2023 – December 2023

 Made a seat ranking algorithm for a concert that ranks seats based on the distance from the stage and the proximity to loud fans

Intro to Game Design Course (Unity and C#) – E. Lansing, MI

January 2023 – May 2023

 Created 2D and 3D games while implementing features such as collision physics and playerobject interaction

LEADERSHIP & VOLUNTEER ACTIVITY

Junior Varsity Team member and Mentor, MSU Table Tennis Club

August 2022 – Present

TECHNICAL SKILLS

Proficient: Python [Panda, NumPy], C++ [Linux - Ubuntu], Blender, Microsoft Office Suite, Google Suite *Intermediate:* Unity, C#, HTML, Java, Git