

# Daksh Mehta

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*Utilizing quantitative and technical skills in addition to integrity and teamwork; seeking a software engineering or data internship position to learn while adding value*

## EDUCATION

### Michigan State University, College of Engineering

Bachelor of Science, Computer Science, GPA: 3.9

Minor in Game Development

E. Lansing, MI

May 2026 - May 2026

## EXPERIENCE

### S.P.A.R.T.I.E Lab

Undergraduate Researcher

E. Lansing, MI

October 2023 - Present

- Tested virtual reality environments deployed as virtual offices, ensuring all features are working as intended
- Debug, document and test code in Unity and Visual Studio for the virtual office

### DayDream Technologies

VR Developer

Remote

May 2024 - August 2024

- Designed and executed a Rubik's cube game in VR. Collaborated with 2 other team members to execute the game
- Wrote C# to write scripts for player controls and movement
- Generated 3D models of actual buildings to make maps for a VR travel planning app

## PROJECTS

### Data Structures and Algorithms (Python)

Student

E. Lansing, MI

January 2024 - May 2024

- Learned various data structures such as linked lists, binary trees, hash tables, graphs, and so on
- Applied searching and sorting algorithms for all of the above data structures
- Implemented the data structures using custom classes and applied them to real world problems

### Independent Project

Student

E. Lansing, MI

September 2023 - September 2023

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

## LEADERSHIP & VOLUNTEER ACTIVITY

### Michigan State University Library, Digital Scholarship Lab

Student Tech Assistant

E. Lansing, MI

September 2023 - Present

- Train new employees in library about different types of technologies, including VR and specialized projection rooms
- Conduct events and classes, guiding students on how to use various technologies offered by MSU Libraries

### MSU Table Tennis Club

Junior Varsity Team member and Mentor

E. Lansing, MI

August 2022 - Present

- Train new members in different techniques, such as top spin and chops
- Represent MSU at NCAA competitions and play against other teams

## TECHNICAL SKILLS

*Proficient:* Python (Pandas, NumPy), C++, Linux, Excel, Blender, Microsoft Office Suite, Google Suite

*Intermediate:* Unity, C# (for Unity), HTML & CSS