

Smit Lagdhirbhai Desai

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Professional Summary

Highly motivated and results-driven Computer Science undergraduate with a passion for backend development and scalable systems. Experienced in designing, coding, and optimizing APIs, servers, and databases. Adept at solving complex problems, collaborating in Agile teams, and contributing to open-source communities. Committed to creating innovative solutions that align with organizational goals and client needs.

Education

Arizona State University, Tempe, AZ

Bachelor of Science in Computer Science | GPA: 3.77 | Graduation: Expected May 2025

- Honors: Dean's List (Fall 2021–Fall 2024)
 - Relevant Coursework: Data Structures & Algorithms, Distributed Software Development, Software Engineering, Operating Systems, Machine Learning, Mobile Application Development, Cloud Computing.
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Skills

Programming Languages: Go, Python, Java, C++, JavaScript, C#, Swift

Frameworks & Libraries: React, Flask, Next.js, PyTorch, scikit-learn, pandas

Tools & Platforms: AWS, GitHub, Terraform, PostgreSQL, Node.js, Linux, Firebase

Core Competencies: Distributed Systems, Security, APIs, Service-Oriented Architecture

Professional Experience

Technical Operations Assistant *Arizona State University* | Dec 2024 – Present

- Designed and implemented scalable network upgrades, enhancing infrastructure reliability by 15%.
- Configured servers and firewalls to support administrative and research applications, ensuring secure operations.
- Created detailed documentation for deployment workflows and troubleshooting, streamlining processes for future team use.

Machine Learning Research Intern *Arizona State University* | Dec 2024 – Present

- Developed algorithms for synthetic data generation, improving fairness in fraud detection models.
- Optimized fraud detection across underrepresented groups using Python, pandas, and scikit-learn.
- Contributed to global AI fairness research, increasing dataset adoption with over 2,800 downloads.

Software Engineering Intern *Cactus Creative Pvt. Ltd.* | May 2024 – Aug 2024

- Built an AI-driven productivity monitoring tool using Python, increasing operational efficiency.
- Designed a scalable restaurant reservation system with React and PostgreSQL, achieving 100% booking accuracy.
- Implemented Agile methodologies, which improved team collaboration and reduced sprint delivery time by optimizing workflows.

Subject Area Tutor *Arizona State University* | Jan 2024 – Dec 2024

- Tutored 1,200+ students in Data Structures, Algorithms, and Software Engineering, improving comprehension and performance.
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Projects

ASU-NASA Psyche Capstone WebXR Game

- Developed an AR-based educational game for NASA, integrating collision detection and engaging interfaces to simulate space exploration.
- Optimized performance with modular code architecture, ensuring cross-platform responsiveness.

Geo Construct

- Built a secure web platform integrating real-time earthquake and weather APIs with ASP.NET and C#.
- Improved API response times by 20% and enhanced platform reliability with encryption and CAPTCHA verification.

Custom Compiler

- Created a custom compiler in C++ for precise code analysis, incorporating lexical, syntax, and semantic analysis.
 - Improved debugging support, increasing usability for developers.
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Leadership & Initiatives

- **Sprint Master** for the NASA Psyche project, ensuring efficient task prioritization and sprint delivery.
- Organized a Python, Java, and C++ workshop for 100+ peers, fostering technical growth.
- Active member of the **CodeDevils Club**, participating in hackathons, coding workshops, and open-source projects.