

Daksh Mehta

E. Lansing, MI | mehtadak@msu.edu | (517) 980-3945 | [LinkedIn](#) | [GitHub](#) | [Personal Website](#)

Utilizing quantitative and technical skills in addition to integrity and teamwork; seeking a software engineering or data analytics 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

EXPERIENCE

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
- Made 3D models of actual buildings using Blender to make maps for a VR travel planning app

PROJECTS

Sparty's Boots Game Development (C++)

Student

E. Lansing, MI

October 2024

- Developed an interactive logic-based game where player build circuits using logic gates to control Sparty the robot and manage conveyor belt operations, incorporating dynamic visual feedback for active circuit elements
- Collaborated with a team using Trello for task management, GIT for version control and sprint-based development to ensure consistent progress
- Designed eight levels, including two original ones, with dynamic scoring based on player accuracy
- Implemented efficient object management, optimized asset loading and a comprehensive testing framework

Data Structures and Algorithms (Python)

Student

E. Lansing, MI

January 2024 - May 2024

- Developed sorting algorithms and a SAT Score Analyzer in Python, optimizing performance with custom comparators and a hybrid merge-insertion sort.
- Developed an efficient Hash Table with $O(1)$ operations, dynamic growth, collision resolution, and session management for a temporary authentication system.
- Developed BFS and A* search algorithms for efficient pathfinding in graphs, and optimized routing for the Chicago Tollways problem to minimize travel costs with EZ-pass coupons.

LEADERSHIP & VOLUNTEER ACTIVITY

Michigan State University Library, Digital Scholarship Lab

Student Tech Assistant

E. Lansing, MI

September 2023 - Present

- Trained new library employees on 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

Junior Varsity Team member and Mentor

E. Lansing, MI

August 2022 - Present

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

TECHNICAL SKILLS

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

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