LinkedIn
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Mehdi Heydari

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Education

Cornell University - College of Engineering — Aug 2022 - June 2026

- Major: Computer Science | Minor: Buisness
- Relevant Coursework: Web Design, Mobile Object-Oriented Design, Data-Structures, Cryptography, Calculus 2, Physics: Mechanics

Research Experience

SJSU Research Assistant: Data Visualization — Feb 2021 - Nov 2021

- Perform intensive project-based support for Prof. Yoon Chung Han's digital-art displays, including "Roads in You" (an interactive art display matching scans of your veins to city streets) and "The Future is Red" (data visualization of increasing wildfires, in South Korea and California, due to climate change)
- Learned new programming frameworks/libraries, React.JS & D3.JS, for full-stack development of a React-based web application; focused on merging relevant features of old code base into new code base and designing efficient animations for visualization
- Roads in You" accepted to IEEE-VISAP 2021 & NIME 2021; "The Future is Red" accepted to ARKO Art Center juried exhibition

Lawrence Berkeley Lab Data Analyst Student Researcher — Jun 2021 - Oct 2021

- Collaborated with Dr. Arman Shehabi to create a dataset of US-based electronic waste for national laboratory research paper
- Identified and Classified electronics by component, such as external power supply, to inform environmental legislation

Leadership

BioEHSC Competition – Lead Researcher — April 2021

- Won second place out of 20 teams at a prestigious UC Berkeley research competition
- Led creation of a poster, pitch, and presentation of an improvement to limb salvage surgery in response to osteosarcoma utilizing a biodegradable tricalcium-phosphate based bone implant

Vex Robotics – Team Lead & Lead Builder — 2019 - 2022

- Led the club's supply management and served as team lead/c for 4 teammates to attend 7 competitions
- Awards: World Championship Semi-Finalist, California States Finalist, 3 x State Champion Qualification, California State Championship Round of 16 Finals

Computer Science Club – Co-President — 2018 - 2022

- Organized a weekly course for middle schoolers to teach computer science principles, including function-oriented programming through block coding language such as Snap
- Designed curriculum to span eight weeks, starting with basic principles such as boolean logic and concluding with a final snake game project
- Grew club memembership by 4 times during my presidential term

First Robotics – Mechanical — 2018-2019

- Worked on Fabrication, CAD Design, & Mechanical to develop novel robots; Worked in pit crew and as safety captain at competitions
- Awards: World Champion Quarter Finalist, Silicon Valley Regional Champion, San Francisco Regional Finalist

Professional Experience

The Head Royce School Technological Office - Intern — 2019-2020

- Collaborate with senior IT administration to maintain technological systems that serve over 880 students.
- Upgraded and maintained the school's servers, proactively running diagnostic tests on students' computers.

Skills

Computer Science Programming Languages/Frameworks

- Java, Python, JavaScript, HTML, CSS, C, C++
- Flask, React.JS, D3.JS, Node.JS, JavaFX, SQL

Languages

- English: Native | Farsi (Persian): Native | French: Advanced

Additional Skills

- Fusion 360, Solid Works, Adobe Photoshop, Soldering, Arduino/Raspberry Pi Development, Photography, Microsoft Excel
- Beekeeping, Curriculum development, Public Speaking, STEM Education for younger students