HERMISH MEHTA

hermish@berkeley.edu • (510) 703-4331 ocf.io/hermish • github.com/hermish • linkedin.com/in/hermish

EDUCATION	 University of California, Berkeley 4.0/4.0 GPA B.S. Electrical Engineering & Computer Sciences; Engineering Mathematics & Statistics Courses: Algorithms II, Data Structures, Discrete Math & Probability Theory, Linear Algebra II, Calculus II University of Toronto 4.0/4.0 GPA Mathematics and Computer Science classes taken while in high-school 	SEPT 2017 →MAY 2021 [code] AUG 2013 →MAY 2017
EXPERIENCE	 Berkeley Computational Cognitive Science Lab Research Assistant Collecting and analyzing real-world Big Data with Python to inform cognitive models in Tom Griffith's lab Designing, administrating and evaluating web-based studies created with NodeJs, HTML and CSS Submitted co-first-authored paper to the 40th Annual Conference of the Cognitive Science Society titled Your liking is my curiosity: a social popularity intervention to induce curiosity 	SEPT 2017 →PRES [code] [code]
	 CodeBase Berkeley Software Developer Working with Bay Area start-ups, Riffyn and Polymorph, to develop projects for clients Built an intuitive UI in Dash (Python) for users to visualize and perform multivariate regressions Exploring data analytics and machine learning to improve ad-pricing decisions 	SEPT. 2017 →PRES [code]
	 University of Toronto, Department of Psychology Research Assistant Studied potential evidence-based positive education interventions under Dr. Jeffrey Graham Analyzing student research data using R, Python and SPSS Developed and refined predictive models of student performance using Scikit-Learn 	JUL. 2017 →AUG. 2017
	 University of Toronto Mississauga Facilitated Study Group Leader Instructed 10 university students twice weekly in Mathematical Proofs and Calculus courses Developed teaching handouts and a series of notes, available as a book on my website 	SEPT 2015 →MAY 2017 [notes] [code]
	 Parlay Ideas and AvatarMe Developer and Research Intern Researched education technology to design a virtual environment to gamify education Implemented a live twitter feed into the game, programmed with Unity and C sharp Prototyped an Amazon Aws noSQL database transition with engineers 	AUG 2016 → DEC 2016
PROJECTS	Fiscal Responsibility An iOS Application • Designed an iOS using swift during the CapitalOne Software Engineering Summit • Interfaced with the CapitalOne and MapKit APIs to create a dynamic app for CapitalOne's ecosystem	JAN 2018 [code]
	 AirBnB Optimization A Web Application Designed and deployed a data-focused web application to visualize AirBnB price data in the Bay Area Created a simple cluster-based statistical model to predict AirBnB prices as a function of geography Analyzed data in Python and R, with a Dash, Flask and Plotly front-end 	NOV 2017 [app] [code]
	 Rover A Web Application Created a simple web application using CherryPy, a pythonic HTTP framework Used the Google Cloud Computing platform API to transcribe speech and maintain user data Applied natural language processing techniques to deliver intelligent user recommendations 	OCT 2017 [code]
	 Courseography A Student Website Helped port a component of the website to ReactJS while preserving functionality Learned Haskell to make simple UI/UX changes through generating CSS 	JUL 2016 [app] [code]
MISC.	International Chemistry Olympiad Team Captain & Silver Medalist	JUL 2017
Σ	Invited to the CapitalOne Software Engineering Summit College of Engineering Dean's Honors List Experience with Python, Java, Git, LaTeX, JavaScript, Swift R, ReactJs, Bash	JAN 2018 JAN 2018