HERMISH MEHTA

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EDUCATION

University of California, Berkeley **4.0**/4.0 GPA — SEPT. 2017–MAY 2021 [code]
- 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 — AUG. 2013–MAY 2017
- Mathematics and Computer Science, concurrent enrolment in high-school

EXPERIENCE

Computational Cognitive Science and **Concepts and Cognition Lab** *Research Assistant* — SEPT. 2017– [code] [code]
- 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*

CodeBase at Berkeley *Developer* — SEPT. 2017–
- Working in Dash (Python) to develop a web app for scientific data visualization
- Designing an intuitive UI for users to upload and view the results of statistical analyses in real-time
- Interacting with back-end data analytics using statistical libraries in Python such as Pandas

University of Toronto, Department of Psychology *Research Assistant* — JUL. 2017– [code]
- Developing and refining predictive models of student learning and performance
- Analyzing research data using R, Python and SPSS under Dr. Jeffrey Graham
- Applying preliminary supervised machine learning and clustering algorithms with Scikit-Learn

University of Toronto Mississauga *Facilitated Study Group Leader* — SEPT. 2015–MAY 2017 [notes] [code]
- 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

Parlay Ideas and AvatarMe *Developer and Research Intern* — AUG. 2016–DEC. 2016
- Helped to design and build an interactive, virtual environment to gamify education
- Programmed with Unity and C sharp to implemented a live twitter feed
- Prototyped a noSQL database transition with engineers, switching to Amazon AWS

PROJECTS

Fiscal Responsibility *An iOS Application* — JAN. 2018 [code]
- 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

AirBnB Optimization *A Web Application* — NOV. 2017 [app] [code]
- 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

Rover *A Web Application* — OCT. 2017 [code]
- 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

Courseography *A Student Website* — JUL. 2016 [app]
- Helped port a component of the website to ReactJS while preserving functionality
- Learned Haskell to make simple UI/UX changes through generating CSS

MISC.

International Chemistry Olympiad *Team Captain & Silver Medalist* — JUL. 2017

Invited to the CapitalOne Software Engineering Summit
On the College of Engineering Dean's Honors List
Experience with Python, Java, Git, LaTeX, Javascript, R, ReactJs, NodeJs, Bash