Hermish Mehta

University of California, Berkeley
Berkeley, CA 94720

Education

University of California, Berkeley (Berkeley) [2017-21]
B.S. Electrical Engineering & Computer Sciences
B.S. Engineering Mathematics & Statistics
Grade Point Average: 4.0/4.0

University of Toronto [2013-17]
Classes in Mathematics and Computer Science during High School
Grade Point Average: 4.0/4.0

University of Toronto Schools[2013-17]

Research Experience

Computational Cognitive Science Lab, Princeton University *Research Assistant* [2017-]
- Studying rational models of curiosity and belief change to develop insights about cognition
- Building Bayesian models to quantitatively predict and explain cognitive processes
- Applying statistical methods to analyze big data from online user interactions

Department of Mathematics, Berkeley *Research Assistant* [2018]
- Studied constant factor approximation algorithms in semi-random graphs under Luca Trevisan
- Applied spectral methods and semi-definite programming to design algorithms
- Used geometric and algebraic analysis techniques to prove approximation guarantees

Concepts and Cognition Lab, Berkeley *Research Assistant* [2017-18]
- Studied the dynamic between social environment and curiosity to inform interventions
- Designed, conducted and analyzed studies to help answer research questions
- Work presented at the Annual Conference of the Cognitive Science Society

Department of Psychology, University of Toronto *Research Assistant* [2017]
- Studied potential evidence-based positive education interventions under Dr. Jeffrey Graham
- Developed and refined predictive models of student performance using Scikit-Learn

Industry Experience

CodeBase Berkeley *Software Developer* [2017-]
- Working with a small team to develop software for clients, Bay Area start-ups, Riffyn and Polymorph
- Used machine learning and linear optimization techniques to predict and maximize ad revenue
- Built an intuitive web-based UI for scientists to visualize data and perform regressions in Python

Parlay Ideas and AvatarMe *Developer and Research Intern* [2016]
- 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 software engineers

Publications

Asterisks indicate equal contribution.

Conference Papers

1. **Mehta, H.***, Dubey, R.*, & Lombrozo, T. (2018). Your liking is my curiosity: a social popularity intervention to induce curiosity. In proceedings of the *40th Annual Conference of the Cognitive Science Society.*

Awards & Honors

Summer Research Award *Student Mentoring and Research Teams* [2018]
Invited Talk *Cognitive Science Society* [2018]
Dean's Honors List *Berkeley College of Engineering* [2017-18]
Honors-to-Date *University of California, Berkeley* [2017-18]

Edward Frank Kraft Award for Freshmen [2017]
International Chemistry Olympiad *Silver Medal* [2017]
National Biology Contest *Ninth Place* [2017]

International Chemistry Olympiad *Invitation* [2016]
Canadian Chemistry Contest *First Place* [2016]
DECA International Career Development Conference *First Place* [2015]

Activities & Teaching

EECS Department, Berkeley *Teaching Assistant* [2018-]

- Lead weekly discussions for Discrete Mathematics & Probability Theory (CS70)
- Wrote a series of notes, around 60 pages, for the course covering mostly discrete math
- Previously helped teach algorithms, programming, proofs, calculus and economics

IEEE–Eta Kappa Nu Honor Society *Service Officer* [2018-]

- Helping organize and run outreach events for middle and high school students
- Led a workshop around data analysis, visualization and statistical learning for students
- Volunteered for SWE, mentoring four students over 10 weeks to complete an Arduino project