Hermish Mehta

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University of California, Berkeley 4.0/4.0 GPA	Sept 2017 → May 2021
 B.S. Electrical Engineering & Computer Sciences; Engineering Mathematics & Statistics Courses: Algorithms II, Data Structures, Discrete Math, Probability Theory, Linear Algebra II Experience: Python, Java, Git, LaTeX, JavaScript, Swift R, ReactJs, Bash Honor Societies: Tau Beta Pi, Institute of Electrical and Electronics Engineers—Eta Kappa Nu 	,
University of Toronto 4.0/4.0 GPA	Aug 2013
• Courses: Calculus III, Linear Algebra I, Programming, Mathematical Proofs (during high school)	→ May 2017
	EXPERIENCE
Department of Mathematics, Berkeley Research Assistant	May 2018 → Present
 Studying constant factor balanced-cut approximation algorithms in semi-random graphs Attempting to improve power of current algorithms by reducing restrictions on inputs Working through Berkeley's graduate <i>Beyond Worse-Case Analysis</i> class to learn and apply spectral techniques 	ues
Department of Electrical Engineering & Computer Sciences, Berkeley CS 61A Tutor	May 2018
 Leading group tutoring and catch-up sessions for the introductory computer science class Developed a series of notes, available as a short book, and teaching handouts while instructing similar cla 	→ Present
Berkeley Computational Cognitive Science Lab Research Assistant	Sept 2017
 Building and refining mathematical and probabilistic models of cognition in Tom Griffith's lab Analyzing experimental and real-world big data to inform models and test theoretical results 	→ Present
• Co-first authored paper forthcoming in the 40th Annual Conference of the Cognitive Science Society	
CodeBase Berkeley Contract Developer	Sept 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 	→ Present
University of Toronto Research Assistant	Jul 2017
 Studied potential evidence-based positive education interventions under Dr. Jeffrey Graham Developed and refined predictive models of student performance using Scikit-Learn 	→ Aug 2017
Parlay Ideas and AvatarMe Developer and Research Intern	Aug 2016
 Researched education technology for the start-up to design a virtual environment to gamify education Implemented a live twitter feed into the game, programming in Unity and C sharp Prototyped an Amazon AWS noSQL database transition with veteran software engineers 	→ Dec 2016
	PROJECTS & ACTIVITIES
IEEE-Eta Kappa Nu Honor Society Service Officer	April 2018 → Present
 Helping organize and run outreach events throughout the year geared towards students exploring EECS Lead a workshop around data analysis, visualization and statistical learning for interested high school students over 10 weeks to complete an Arduino project 	
Fiscal Responsibility CapitalOne	Jan 2018
 Designed an iOS app using swift during the CapitalOne Software Engineering Summit (Invited) Worked with CapitalOne engineers to learn swift and work with CapitalOne and MapKit APIs 	→ Jan 2018
	Sept 2016
Courseography University of Toronto	
 Courseography University of Toronto Contributed to a large existing project by working on porting a small component to ReactJS Learned Haskell to make simple UI/UX changes, working with Clay, a CSS pre-processing package 	→ Jul 2017
 Contributed to a large existing project by working on porting a small component to ReactJS Learned Haskell to make simple UI/UX changes, working with Clay, a CSS pre-processing package 	→ Jul 2017 AWARDS & HONORS
 Contributed to a large existing project by working on porting a small component to ReactJS Learned Haskell to make simple UI/UX changes, working with Clay, a CSS pre-processing package Student Mentoring and Research Teams (SMART) Research Fellowship—approximately 25 annual recipients 	AWARDS & HONORS May 2018
 Contributed to a large existing project by working on porting a small component to ReactJS Learned Haskell to make simple UI/UX changes, working with Clay, a CSS pre-processing package 	AWARDS & HONORS