

MUSTAFA MERT SAYGI

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EDUCATION

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| Columbia University <i>Bachelor of Science</i> | Major: Electrical Engineering Relevant Classes: Signals and Systems, Circuit Analysis (LTSpice), Computer Graphics and Design, Electronic Circuits, Fundamentals of Computer Systems, Python for Engineers, Data structures in Java, Classical and Quantum Waves | Minor: Mechanical Engineering GPA: 4.10 Transcript | May 2024 |
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EXPERIENCE

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| Columbia University Formula SAE Racing Club <i>Charging System Lead of the High Voltage Team & Shutdown System Lead of the Low Voltage Team</i> | Sept. 2020 - Present |
| <ul style="list-style-type: none">Managed a team of three and six people respectively as the Charging System Lead and the Shutdown System LeadDesigned and manufactured the charging cart that houses the accumulator and charger during the battery pack charging process using SolidWorks and built a dead man's brake system for the cart with and aluminum block and steel rods using a waterjetTested the Shutdown Circuit and Brake System Plausibility Device using function generators and oscilloscopes and redesigned the two boards on KiCad to fix some errors on the printed circuit boardsDevised the charging procedure of the EV battery packs and wrote the CAN bus protocols between the main MCU of the vehicle, the battery management system, and the charger unit using MATLAB to ensure safe yet fast charging | |
| Columbia University Robotics Club <i>Mechanical Engineering Team on the MATE ROV project</i> | Sept. 2021 – Present |
| <ul style="list-style-type: none">Designed the frame of an underwater robot to compete in the MATE ROV competition on SolidWorks then manufactured the frame by water jetting and drilling high density polyethylene as well as some 3D printed componentsDesigned, 3D printed, and assembled propeller safety guards for the MATE ROVB robot using SolidWorks and Ultimaker Cura | |
| Columbia University Engineering Student Council <i>Technology Representative</i> | Sept. 2021 – Present |
| <ul style="list-style-type: none">Ensured that the Columbia student body had reliable access to basic technological needs such as computers and printersCoordinated and lead two teams of 20+ students to maintain and update the official WikiCU website as well as the student-lead professor review website culpa.io | |
| Global Youth Mentorship Initiative Club (GYMI) <i>Vice-President</i> | Sept. 2021 – Present |
| <ul style="list-style-type: none">Led a 6-member team to publish a podcast series called GYMI Some Time on Spotify and edited each episode using GarageBandSupervised and guided 12 members as they developed curricula for middle-school level classes on ethics and mindfulness | |
| Related Digital (<i>omnichannel campaign management solution provider based in Turkey</i>) <i>IT Intern</i> | July. 2021 – Sept. 2021 |
| <ul style="list-style-type: none">Developed unit tests for approximately 20 REST API methods in .NET Core for company's customer data analysis softwareDesigned an app to encrypt and relocate 10,000+ customer files from local storage to a Microsoft Azure Storage Server using SQL | |
| Getir (<i>e-commerce company based in Turkey</i>) <i>Coding Department Intern</i> | June 2018 – Aug. 2018 |
| <ul style="list-style-type: none">Compiled 30,000+ lines of JavaScript code of the Getir application into logic flow diagrams to be used in new employee orientationProduced and edited the App Store advertisement video for the Getir application using iMovie | |
| PROJECTS | |
| Harvard CS50: Game Development Track <i>Online Course</i> | June 2021 – Aug. 2021 |
| <ul style="list-style-type: none">Completed 11-Week Online Course where I learned 2D game development with Lua and 3D game development with UnityDesigned my own 3D maze game that could be played with virtual reality headsets using Unity and coding in C# | |
| The Impact of Social and Emotional Learning on Creativity Development <i>Co-Author of a Book Chapter</i> | Jan. 2021 – Sept. 2021 |
| <ul style="list-style-type: none">Investigated and wrote a book chapter about the link between SEL and creativity in studentsPublished the chapter in the book "Creativity as Progressive Pedagogy: Examinations Into Culture, Performance, and Challenges" | |
| SKILLS | |
| Coding: Python, JavaScript, HTML/CSS, Java, Arduino, Lua, C#, C, C++, SQL, MATLAB, Simulink, .Net CORE, Swift | |
| Design: SolidWorks, KiCAD, LTSpice, iMovie, GarageBand, GIMP, Photoshop | |
| Languages: English, Turkish, Spanish, Arabic | |
| Soft Skills: Leadership, conscientiousness, communication, time management, perseverance | |
| Interests: Formula 1, Formula E, Basketball, Piano, Guitar, Stock Trading | |