

# MUSTAFA MERT SAYGI

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## EDUCATION

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

<b>Columbia University Formula SAE Racing Club (CUFR)</b> <i>Low Voltage Chief (previously Charging System Lead and Shutdown Circuit System Lead)</i>	<b>Sept. 2020 – Present</b> 15 hours/week
<ul style="list-style-type: none"><li>Led the Low Voltage team of approximately 25 members in designing, assembling, testing, and integrating the 5 low voltage systems of our electric vehicle: shutdown system, low voltage enclosures, wiring harness, telemetry, and software</li><li>Mentored new members of the CUFR team on electrical skills such as PCB design, soldering, crimping, and electronics testing</li><li>Managed numerous projects under the Low Voltage team and ensured that deadlines and milestones set by our advisors were met</li><li>Spearheaded the design and development of an efficient CAN-based battery pack charging algorithm using Simulink</li></ul>	
<b>Magnetic Resonance Scientific Engineering for Clinical Excellence Laboratory</b> <i>Undergraduate Researcher</i>	<b>Jan. 2022 – Present</b> 5 hours/week
<ul style="list-style-type: none"><li>Designed, programmed, and assembled an automated calibration system for a coil winder for a localized head MRI scanner</li></ul>	
<b>Lab Assistant for Introduction to Electrical Engineering</b> <i>Lab Assistant</i>	<b>Sept. 2022 – Present</b> 10 hours/week
<ul style="list-style-type: none"><li>Instructed a total of 20 students taking the <i>Introduction to Electrical Engineering</i> class on the basics of electrical engineering through experiments conducted in an electrical engineering lab and graded their assignments weekly</li></ul>	
<b>Aselsan (Turkish defense corporation)</b> <i>Defense System Technologies Department Electrical Engineering Intern</i>	<b>June 2022 – July 2022</b> 45 hours/week
<ul style="list-style-type: none"><li>Analyzed data from underwater sonar sensors using MATLAB in order to improve the accuracy of a submarine detection system</li><li>Devised and tested methods to minimize the electromagnetic interference experienced by an RS-485 communication bus in order to achieve a desirable signal-to-noise ratio and justified the solutions to top Turkish navy officers</li></ul>	
<b>Columbia University Robotics Club</b> <i>Mechanical Engineering Team on the MATE ROV project</i>	<b>Sept. 2021 – May 2022</b> 6 hours/week
<ul style="list-style-type: none"><li>Designed the frame of an underwater robot to compete in the MATE ROV competition using SolidWorks to then manufacture it by water jetting and drilling high density polyethylene as well as 3D printing some smaller components</li></ul>	
<b>Columbia University Engineering Student Council</b> <i>Technology Representative</i>	<b>Sept. 2021 – May 2022</b> 5 hours/week
<ul style="list-style-type: none"><li>Actively lead initiatives in the Communications and Policy Committee while also serving as the student body representative on the Undergraduate Mental Health Collaborative and the Columbia University Information Technology committee meetings</li><li>Led two teams of 20+ students to maintain the <a href="#">WikiCU</a> website as well as the student-lead professor review website <a href="#">culpa.io</a></li></ul>	
<b>Related Digital (omnichannel campaign management solution provider based in Turkey)</b> <i>IT Intern</i>	<b>July. 2021 – Sept. 2021</b> 45 hours/week
<ul style="list-style-type: none"><li>Developed full coverage unit tests for REST API methods in .NET Core for the company's customer data analysis software</li><li>Designed an app to encrypt and relocate 10,000+ customer files from local storage to a Microsoft Azure Storage Server using SQL</li></ul>	

## PROJECTS

<b>Harvard CS50: Game Development Track</b> <i>Online Course</i>	June 2021 – Aug. 2021
<ul style="list-style-type: none"><li>Completed an 11-Week Online Course where I learned 2D game development with Lua and 3D game development with Unity</li><li>Designed my own virtual reality <a href="#">3D maze game</a> using Unity and coding in C#</li></ul>	
<b>The Impact of Social and Emotional Learning on Creativity Development</b> <i>Co-Author of a Book Chapter</i>	Jan. 2021 – Sept. 2021
<ul style="list-style-type: none"><li>Investigated, wrote, and published a <a href="#">book chapter</a> discussing the link between SEL and creativity in students</li></ul>	

## SKILLS

**Coding:** Python, JavaScript, HTML/CSS, Java, Arduino, Lua, C#, C, C++, MATLAB, Simulink, SQL, .Net CORE, Swift  
**Manufacturing:** Soldering, Crimping, PCB Milling, 3D Printing, Woodworking, Water Jetting, Laser Engraving, CNC Machining  
**Design:** SolidWorks, KICAD, LTSpice, Blender, iMovie, GarageBand, GIMP, Photoshop  
**Languages:** English, Turkish, Spanish, Arabic  
**Soft Skills:** Leadership, conscientiousness, communication, time management, perseverance, coachability