

Mehtab Mahir

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EDUCATION

Bachelor's Degree in Computer Science

Queens College, CUNY - Flushing, NY

Jan 2023 – Dec 2025

Treasurer, Crypto Research QC

PROJECTS

EasyWhisperUI – github.com/mehtabmahir/easy-whisper-ui

- Develop and maintain a Windows and macOS application for local audio and video transcription, with batch processing, live transcription, and 500+ GitHub stars.
- Migrated the Qt interface to Electron, React, and TypeScript, separating the interface from native transcription processes through a restricted IPC bridge.
- Automated Windows setup for Vulkan acceleration across supported Intel, AMD, and NVIDIA GPUs; packaged Metal-enabled binaries for Apple Silicon Macs and verified GPU acceleration.
- Automated Whisper model downloads, FFmpeg media conversion, and setup recovery so users can transcribe locally without manually configuring command-line tools.

Workout Counter iOS – github.com/mehtabmahir/Workout-Counter

- Built an iOS app using SwiftUI, AVFoundation, and Apple Vision to count bicep curls from on-device camera input, with visual, audio, and haptic feedback.
- Implemented joint-angle analysis and a movement state machine to distinguish complete repetitions from partial movements, using smoothing and confidence checks to handle tracking gaps.

Auto 60 Hz – github.com/mehtabmahir/auto-60hz-cpp

- Built a lightweight C++ tool with Qt, WinAPI, and PSAPI to lower display refresh rates during full-screen use on battery and restore higher rates afterward.
- Added configurable refresh rates and process filtering to prevent system utilities from triggering display changes.

PROFESSIONAL EXPERIENCE

Software Engineering AI Trainer - Mercor (Full-Time)

May 2026 – Oct 2026

- Reviewed and tested AI-generated Python code, identified errors, and wrote corrected solutions for model training.
- Evaluated AI responses for accuracy, clarity, and instruction adherence using task-specific rubrics.
- Scored up to nine AI-generated responses per task and wrote detailed justifications for each rating under strict deadlines.

AI Trainer - Handshake / LinkedIn AI Training Program (Part-Time)

Aug 2026 – Oct 2026

- Developed long-context prompts and evaluated model responses across multiple rounds, selecting stronger outputs and using follow-up prompts to continue the conversation.
- Annotated speech and non-speech audio in video clips with detailed descriptions for multimodal AI training.

Payment Analyst - Amalgamated Employee Benefits Administrators (Full-Time)

Mar 2026 – May 2026

- Managed benefit and pension payment workflows, including interest calculations, tax withholding, and audit records.
- Investigated Salesforce inquiries and payment discrepancies with analysts and examiners.

Full Stack Developer Intern - Research Foundation of CUNY (Full-Time)

Jul 2024 – Aug 2024

- Led a team building a React chatbot with the Gemini API, supporting text, image uploads, and recorded speech.
- Integrated Google Cloud Speech-to-Text and Text-to-Speech so users could ask spoken questions and hear responses.
- Integrated a Python face-swapping tool into the web application through Node.js child processes.

SKILLS

Languages: Python, Java, C++, TypeScript, JavaScript, T-SQL, Swift, HTML/CSS, PowerShell

Frameworks & Runtimes: React, Node.js, Electron, Qt, SwiftUI

Tools & Platforms: Git, SQL Server, FFmpeg, Whisper, Windows, macOS, Linux