

SOPHIA BATCHELOR

RESEARCH INFORMED DESIGN

Education

Ph.D. Student: Cognitive Neuroscience

University of Leeds | Leeds, UK | 2020 - 2023

- The Neuroscience of Perception and Cognition

Bachelor of Science & Bachelor of Arts

University of California, Berkeley | Berkeley, CA | Graduated: 2019

- Double Major: (BSc) Psychology and (BA) Interdisciplinary Studies in Neuroscience, Computer Science and Ethics.
- Independent Research Thesis: **What Is Real - The Implications of Virtual Reality**

Work Experience

Research Engineer

Inner Cosmos | Contract, Remote | December 2019 - Current

- Developed an Augmented Reality application that integrates output from analysis models to communicate the technology and raise Series A.
- Conducted user research and implemented findings to develop an scientifically accurate UI for visualising brain activity.
- Built the physician and user facing architecture the Inner Cosmos device runs on.

Neuroscientist in Residence

Neurocity | Brooklyn, NY | May 2019 - Aug 2019

- Scoped, developed, and coded a validation system for neurophysiological hardware that allowed company to launch out of stealth.
- Drove user research during development to inform product design.
- Collaborated with engineers to build an end-to-end software platform for signal processing, and analysis of brain data which translates the raw electrical signal into API ready data.
- Shipped hardware product to consumer market (DK1 sold out in 3 weeks).

Product Management Intern

CodeCombat | San Francisco, CA | June 2018 - April 2019

- Managed internal user research to identify core user needs for product development
- Worked with a third party group to implement a case studies in 3 schools and presented report to company stakeholders.
- Shipped 4 multi-tier features throughout internship.

Research and Development Intern

NewPathVR | San Francisco, CA | April 2018 - June 2018

- Identified user pain points through interviews and persona development to plan and develop a Virtual Reality application.
- Designed a biofeedback integration between Muse wearable and Unity.

References

Robin Yang

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Alex Castillo

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Noah Falstein

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About Me

Neuroscience and interaction researcher on a quest to find the "why" of what we are.

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Tools

Technical

C#, R, Python, JavaScript, MATLAB, Git
Unity, XR Development
Balena, Firebase, Google Cloud (Vision and gSTT)

Design

Wireframing, UI Design
Adobe Creative Suite
Sketch, Figma

Product

Asana, Jira, Slab, Airtable
Zapier, Close.io

Extra Curricular

Vice President VR @ Berkeley

Lead the largest student run AR/VR organisation in North America.

PinkyBot: What is Language

Created an 8bit constructive language running on a RaspberryPi.

Saga

Built a Choose-Your-Own-Adventure voice activated storybook.

Spinal Rehab Specialist

Reformed a previously unsuccessful rehab protocol and collaborated with surgeons and biomechanists to design a titanium mesh and help a patient walk again.