

# SOPHIA BATCHELOR

## About Me



New Zealand born scientist with a product focus.



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## Education

Ph.D. Cognitive Neuroscience  
University of Leeds, UK | 2020-2023  
The Neuroscience of AR & VR

B.Sc. Psychology &  
B.A. Interdisciplinary Field Studies  
UC Berkeley, USA | Graduated 2019  
Senior Thesis: What is Real? The  
Implications of Virtual Reality.

## Skills

</> C#, Python, JavaScript, R, MATLAB  
Unity, ARKit, VR Development.  
Sketch, Adobe Photoshop and Illustrator  
Speech to Text systems (IBM,  
GoogleCloud), ROS.

**Hardworking and resilient under pressure** - maintained a 3.4 cumulative GPA while also holding positions as lead TA for MCB 32, RA in the Ivry Lab, a part-time internship, VP of VR at Berkeley. Was also 6 time national champion.

## Awards

Department award for Outstanding Undergraduate Research | MIT Hackathon Finalist 2019 | Seattle6 Hackathon - Top Technical Achievement 2018 | 8th Annual BCI Conference 2018 Invitee | Speaker XRDC 2018 | Speaker SXSW 2020

2012 Olympic Qualifier - FINA selected Athlete | Qualifier and Competitor in 4 World Championships | NCAA All American | 152 National Records Broken within a 4-year span | First NZ Woman under 60 Seconds in the 100m Butterfly

## Work Experience

### Product Manager - Research and Development

Inner Cosmos | Contract, California | December 2019 - Present

- Developed software team's roadmap for 2019-2021.
- Scoped and designed software-to-hardware integration stack.
- Drove user research and integrated into product development.
- Collaborated across cross-functional teams in the US and Internationally.

### Neuroscientist in Residence

Neurocity | New York | May 2019 - August 2019

- Scoped, developed, and coded a hardware validation system for a consumer neurotechnology device which allowed the company to come out of stealth.
- Created and managed all materials and copy for Notion Campaign.
- Lead Researcher for Notion and future product development.
- Shipped a consumer hardware product (DK1 sold out in 3 weeks).

### Product Management Intern

CodeCombat | San Francisco | June 2018 - April 2019

- Managed User Research to identify core user needs for 2018-2020 product development.
- Gained experience with A/B Tests, Market Analytics, Usability Studies, Surveys and Interviews.
- Designed dashboard and homepage for 2019 redesign.
- Designed solutions while managing various time and costing constraints.

### Vice President of VR at Berkeley

UC Berkeley | Berkeley | May 2018 - August 2019

- Led all internal operations of the club for the 2018-2019 year leading the teams through the highest project completion year in club history.
- Personally on boarded 120 new members into the club.
- Grew club to 147 engineers across 21 teams and 500 greater community members.
- Increased revenue 1400% through fostering cross department collaborations.
- Virtual Reality @ Berkeley became the largest AR/VR student org in the nation, legally a midsize 501(c)(3).

### Research and Development Intern

New Path VR | Berkeley | April - June 2018

- Defined product vision for a Gestalt therapy application based on user pain points.
- Designed a biofeedback integration between Muse wearable and Unity.
- Collaborated across teams from wireframe to scene build for user research and product development.



I am a registered 300hr yoga instructor, taught for 2 years, and still have an active practice.



I run a neuroscience Twitch stream and am a massive advocate for Science Communication.



Growing up in NZ, I walked across the Shire to get to Narnia and fell in love with the outdoors.