Rachel Skwersky

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EDUCATION

University of California Berkeley | Cognitive Science B.A., Data Science Minor — Expected December 2024
GPA: 3.72, *UC Berkeley Language and Cognitive Development Lab, DataGood*

Maastricht University (Maastricht, Netherlands) — June 2023 - Aug. 2023

Advanced Math and Science Academy Charter School (Marlborough, MA) — Aug. 2017 - May 2021

EXPERIENCE

Undergraduate Research Assistant — May 2024 - Aug. 2024
REU AICT| Gallaudet University
- Incoming undergraduate research intern at Gallaudet University for an NSF-funded Accessible Information and Communication Technology internship focusing on the intersection of human centered research for diverse auditory abilities
- Conducting ICT research from ideation to presentation with a special interest in ASL recognition technologies

Industry Project Manager — Jan. 2024 - Present
DataGood| Berkeley, CA
- Leading a team in developing two deliverables for data science consulting with the Healthy Planet Project Nonprofit.
- Analyzing urgent environmental needs through Twitter sentiment analysis concerning conservation efforts of Bay Area residents to streamline and expand impact of Healthy Planet Project programs utilizing NLTK and Pandas libraries.

Undergraduate Research Assistant — Aug. 2022 - Present
UC Berkeley Language and Cognitive Development Lab | Berkeley, CA
- Performed statistical analysis on ASL, JSL, and DGS sign language data using R and ggplot and dplyr.
- Facilitated experiments for a cross-linguistic study on bimodal languages through Qualtrics and coded data in ELAN.
- Weekly reading group with other research assistants and research mentor to ensure project progress and review literature.
- Compiled research methods and created data visualizations for a final presentation of the project at a linguistics conference at the University of Birmingham in the UK.

Undergraduate Research Assistant — June 2022 - Aug. 2022
Wellesley College| Wellesley, MA
- Presented a summer-long research project to Wellesley faculty and conducted statistical analysis in R on iconicity and phonological factors in American Sign Language that influence vocabulary development in deaf and hearing children.
- Collaborated with a team of undergraduate research assistants in designing and standardizing a Theory of Mind questionnaire for early detection of cognitive delays in preschool age children.
- Completed a 9-week quantitative analysis course and received certification in statistical methods in R.

PROJECTS

Lake Merritt Board Game (Designer and Field Researcher) — Jan. 2024 - May. 2024
- Conducted interviews of local non-profit founders, field research, and site analysis to design a board game based on Oakland's Lake Merritt to analyze the social accessibility, environmental health, and diverse stakeholders that influence the health and reputation of the lake.
- Utilized Adobe Illustrator to design an industry standard board game, character cards, event cards, and instruction manual to present as part of a semester-long project for an environmental science, and disability studies course.

Amity (Graphic Designer) — July 2023 - Aug 2023
- Designed a digital mental health intervention promoting conflict resolution in interpersonal relationships in the form of a mobile application using Figma and Procreate.
- Surveyed literature on adolescent mental health statistics and wrote a research proposal to test proposed intervention.
- Awarded first prize by Maastricht University for the best final presentation on a mental health intervention.

Oski Run (Graphic Designer and Game Developer) — Nov. 2021 - Dec. 2021
- Illustrated graphics and developed a Berkeley-themed video game modeled after the Chrome dinosaur game using object-oriented programming in Python for a final project in an introductory computer science course.

SKILLS

Python|R|Pandas|Tableau|Folium|Matplotlib|Seaborn|Scikit Learn|SQL|HTML|CSS|JavaScript|ASL Fluency|Web Development|Figma|Adobe Creative Suite|Excel|Project Management|Graphic Design|UX Research|UI Design|