

SOPHIA BATCHELOR

Who Am I

Neuroscience PhD Researcher interested in developing better interactions between people and technology. My PhD concerns human and machine skill learning.

I actively contribute to data privacy and research ethics projects (The Turing Way and Open Mined), and am currently learning modelling techniques for causal inference.

What I'm Looking For

Internships during 2021 (3-6mo, start date highly flexible)

I'm hoping to:

- Gain a greater technical depth in a mentored environment.
- Learn more Project Management skills (project scoping, product lifecycles, roadmapping when working with cross-functional teams).
- Build a deeper understanding of how teams and departments work together.

Work Experience

Technical Product Manager

Inner Cosmos | Contract, Remote | December 2019 - May 2020

- Developed an Augmented Reality application that integrates output from online analysis models.
- Built the physician and user facing architecture for the Inner Cosmos device.
- Managed various product lines through company launch to Series A.

Neuroscience Researcher

UC Berkeley's Center for Augmented Cognition | Berkeley, CA | Dec 2018 - Dec 2019

- Developing Bayesian models for human learning and memory.
- Researching the role of the cerebellum on motor control in a Virtual Reality environment.
- Studying the effect of visual acuity on memory acquisition in Virtual Reality.

Neuroscientist in Residence

Neurocity | Brooklyn, NY | May 2019 - Aug 2019

- Scoped and developed a validation system for neurophysiological hardware.
- Built the end-to-end software platform for signal processing, and analysis of brain data which translates the raw electrical signal into API ready data.
- Scoped and developed 2 APIs for direct brain-to-device interfacing.
- Shipped DK1 ahead of time and on budget.

Product Management Intern

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

- Managed User Research to identify core user needs for product development.
- Designed appropriate solutions while managing time and costing constraints.
- Shipped 4 multi-tier features throughout internship.

Research and Development Intern

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

- Designed and ran user research to develop a Virtual Reality application.
- Built a biofeedback integration between a Muse wearable and Unity.

Contact



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Tools I Use

Technical

C#, Python, R, JavaScript
Unity, ARKit, ARCore
Google Cloud (Vision and gSTT)

Product

Asana, Jira, Slab, Airtable
Zapier, Close.io
Rapid prototyping, User Research
Scrum/Agile

Education

University of Leeds Ph.D. Student Cognitive Neuroscience

The Neuroscience of Virtual Reality:
Perception and Cognition

University of California Berkeley

BSc Psychology & BA Interdisciplinary
Studies (Computer Science,
Neuroscience, and Ethics)

Passion Projects

The Alan Turing Institute

The Turing Way - Principles and
Practices for Ethical Research.

Open Life Science 2020 Fellow

Developing systems for the
maintenance and distribution of
ethical research (Data Privacy).

Vice President VR @ Berkeley

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