

Kachi Onyeador

Bay Point, CA 94565

(510) 778-4894 • kachionyeador@gmail.com • [linkedin.com/in/kachionyeador](https://www.linkedin.com/in/kachionyeador)

EDUCATION

UC Berkeley, B.A in Cognitive Science, minors in Computer Science and Theater Aug 2017 – May 2022

Relevant Coursework: User Interface Design & Development, Intro to Artificial Intelligence, Computer Vision, Social Psychology, Perception, Virtual Reality Development, Video Game Design, Storytelling for Visual Media, Linear Algebra

University of London, Queen Mary, Study Abroad Aug 2021 – May 2022

Relevant Coursework: Human Computer Interaction, Cultures of Sleep, Comedy & Culture

Contra Costa College, A.A. Math & Science Aug 2013 – May 2017

Relevant Coursework: Calculus I & II

RESEARCH EXPERIENCE

Occur Aug 2024 – Present

AI Pilot Curriculum Developer, Researcher and Teaching Assistant

- Conducted mixed-methods research, including surveys, interviews, and observations, to analyze learning patterns and preferences among diverse focus groups.
- Built a database of and conducted interviews with small and medium-sized businesses to identify key business needs and challenges, and AI integration opportunities.
- Designed and ran test groups with new-to-AI learners from underserved communities to evaluate the curriculum's effectiveness and understand how they best learn and engage with AI concepts.
- Used insights from participant feedback to develop and refine the curriculum, ensuring it maximized long-term learning outcomes and practical application for the participants.
- Served as TA delivering AI fundamentals and mentored participants on real-world uses of AI.

The Walt Disney Company – Corporate Innovation Group May 2024 – Aug 2024

Quantitative Researcher and Data Analyst Intern

- Introduced and led the development of automation tools using Python, replacing a manual process. Reduced manual data transfer from a full day to seconds, eliminated 100% of errors, and enabled real-time data analysis, supporting faster, more accurate quantitative research and decision-making for AI projects.
- Developed visualizations, reports and dashboards that broke down a comprehensive AI Intake database, revealing key trends in data centralization and cross-team collaboration requests.
- Proposed and led a research project on Retrieval-Augmented Generation (RAG) to explore AI-driven data centralization. Conducted interviews with internal teams to assess needs and gaps in collaboration. Presented findings to leadership, including the VP of Innovation. My findings were referenced in senior leadership discussions to influence AI integration strategy at Disney.
- Drafted two patent requests based on ongoing research into emerging AI technologies, proposing innovative applications of generative and embodied AI for storytelling, entertainment, and educational tools.

INDUSTRY EXPERIENCE

The Walt Disney Company – Corporate Innovation Group, Disney Accelerator Team Jan 2024 – May 2024

Emerging Technology Research & Startup Engagement Intern

- Conducted sourcing research on emerging technology startups in interactive media, gaming, and generative AI, presenting strategic insights to inform Disney's innovation initiatives.
- Analyzed competitor Accelerator programs and tracked investment trends, identifying top-performing companies from pitch competitions.
- Collaborated with the founder of PrometheanAI and senior executives (VPs and SVPs), identifying technical and business opportunities, contributing to 8 new deals for Disney's AI Intake Process database.
- Worked closely with 2024 startup company cohort (ElevenLabs, PrometheanAI, StatusPro, Nuro, AudioShake) to assist with creating pitch decks and portfolios, bringing over 200+ Disney executives to meet with them.
- Led the development and launch of the Disney Accelerator 2024 website, enhancing user engagement by 40%

through improved design and functionality using WordPress, JavaScript, HTML, and CSS.

The Walt Disney Company – Disney Streaming, Experience Curation

Aug 2023 – Jan 2024

Software Engineer, Front-End Engineering Intern

- Enhanced content discoverability by assisting with the development and launch of “Maestro”, our content curation system for personalization of titles on Disney+.
- Enhanced the new "smart sets" feature, for further ease in streaming title selection for the curation team, additional resulting in increased user engagement and content diversity.
- Engineered UI improvements and error detection features utilizing JavaScript and ReactJS, contributing to the successful launch of Hulu on Disney+.

Amazon Games – Prime Gaming, Personalization

Sep 2022 – Jun 2023

Software Engineer, Full-Stack Engineer

- Jointly led engineering efforts towards accessibility features by integrating ARIA standards, improving web accessibility compliance and enabling inclusive access to Prime Gaming for those with disabilities.
- Led usability research and debugging, reducing recurring usability bugs on the Prime Gaming mobile website by 30%. JavaScript, Java, ReactJS primarily used for engineering.

Amazon Games – Prime Gaming, The Crown Channel

Jun 2021 – Aug 2021

Software Engineer, Interaction Engineering Intern

- Led the research and software development of the Channel Points Redemption Tracker, to innovate audience interactivity in live show productions, increasing user engagement by 80% during the launch episode leveraging Twitch API, TypeScript, and AWS Cloud.
- Presented findings to our team Director about how to innovate in interactivity in our shows, and led a workshop to train stakeholders on using newly developed interactivity tools and strategies for future show productions.

Amazon Games – Prime Gaming, The Crown Channel

May 2020 – Aug 2020

Software Engineer, Interaction Engineering Intern

- Developed 5 mini video games for livestream shows, resulting in a 20% increase in user engagement and contributing to the most viewed livestream on Twitch during the summer.
- Co-designed a mini segment for our comedy show, 2 Joysticks & a Couch, featuring T-Pain as co-host. Designed and developed an AR filter to be used in the show using Snap Lens Studio.
- Co-wrote diversity initiatives as part of an inclusion committee, designing guidelines for inclusive representation in show productions at all levels, promoting opportunities for underrepresented minorities and women in gaming, live entertainment, and streamer recruitment.

TEACHING EXPERIENCE

Youth Finance Institute of America

Jan 2018 – Jan 2022

Senior Workshop Leader

- Taught a financial literacy curriculum to foster teens, students in local continuation schools, and high school seniors from the East Bay Area, focusing on budgeting, investing, and personal finance skills.
- Trained incoming workshop leaders on teaching, and how to develop course curriculum for students.

AmeriCorps Vista, Richmond Promise

Jun 2018 – Aug 2018

Summer Educator

- Taught a college readiness summer program for 300+ middle school students, delivering interactive sessions on educational pathways, summer school tutoring and study skills.
- Assessed the impact of early-access-to-STEM education tech startups on student outcomes in an under-resourced school district, contributing to research on how technology-driven educational tools can improve student engagement and achievement.
- Mentored 30+ Richmond Promise Scholars matriculating to college, helping them navigate educational and financial challenges.

PROJECTS

- [**Hue**](#) – Designed and engineered a 2D puzzle platformer in Unity/C# where players draw their own platforms. Served as game designer and developer and co-animator.

- **The Office VR Experience** – Recreated the Dunder Mifflin office in Unity3D using C#, allowing players to interact with and rebuild the environment in Virtual Reality.
- **EquiTea** – Created a restaurant review app in Android Studio/Java that lets users search for and review businesses supporting inclusive causes and equity practices. Led UX design and engineering.
- **Street Fighter, Snap Edition** – Created a video game using Snap and created Arduino video game controllers. Project selected out of hundreds to present at CS Education Day to promote computer science to highschoolers.

LEADERSHIP

Black Engineering and Scientists Student Association (BESSA), Communications Director	2020–21
Black Engineering and Scientists Student Association (BESSA), Communications Director	2018–19
SUPERB Entertainment, Games Production Assistant	2019–21
Black Student Union, Marketing Chair	2019–20
Virtual Reality@Berkeley, Game Designer	2019–20

AWARDS

Accel Scholars	2021
<ul style="list-style-type: none"> Selected as one of 10-15 students from 200+ applicants for a prestigious UC Berkeley EECS and Accel Venture Capital program recognizing entrepreneurial promise. 	
Melinda Thomas Scholar	2021
<ul style="list-style-type: none"> Awarded to a woman of color pursuing STEM, recognizing advocacy for expanding opportunities for women of color in STEM. 	
Ron Brown Captain	2017
<ul style="list-style-type: none"> Awarded to the top 2-3% of applicants for academic excellence, leadership, and community impact in the Black community. 	
UC Berkeley, Leadership Award	2017
<ul style="list-style-type: none"> UC Berkeley students that demonstrate leadership, academic excellence, and community impact. 	
NCWIT Northern California Affiliate Award Winner	2017
<ul style="list-style-type: none"> Recognized for exceptional aptitude, interest and achievement in computing and technology by the National Center for Women & Information Technology (NCWIT). 	
Contra Costa College President's Scholar	2017
<ul style="list-style-type: none"> Awarded highest honor for Associate degree completion with GPA of 3.75 or higher. 	
Middle College High School Valedictorian	2017
<ul style="list-style-type: none"> Ranked #1 in class; graduated with both a high school diploma and Associate of Arts degree. Delivered commencement address. 	

SKILLS

Programming: JavaScript, TypeScript, ReactJS, CSS, HTML, Python, C#, Java

Tools & Platforms: Unity, Arduino, Figma, AWS, Wordpress, Squarespace, ChatGPT, GitHub, Android Studio

Certification: Ernst & Young (EY) AI Masterclass Training for Business in Prompt Engineering (2024)

ACADEMIC SERVICE / SPEAKING ENGAGEMENTS

UC Berkeley EECS: Computer Science Success, Alumni Panelist	2024
UC Berkeley BESSA All About STEM - Data Science Day for K-12th Graders, Panelist	2021
UC Berkeley EECS: Computer Science Education Day for 10-11th graders, Presenter	2017