# Rachel Skwersky

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## EDUCATION

**University of California Berkeley** | Cognitive Science B.A., Data Science B.A.  Expected May, 2025
GPA: 3.65, *Undergraduate Research Apprentice Program, Classroom Technology Services*
**Advanced Math and Science Academy Charter School** (Marlborough, MA)  Aug. 2017 - May 2021

## EXPERIENCE

**Undergraduate Research Assistant**  Aug. 2022 - Present
UC Berkeley Language and Cognitive Development Lab | Berkeley, CA

- Performed statistical analysis on sign language data using R and libraries such as ggplot and dplyr.
- Weekly collaboration with other research assistants and research mentor to ensure project progress.
- Compiled research methods and created data visualizations using for a final presentation of the project at a linguistics conference at the University of Birmingham in the UK.

**Auditorium Technician**  Aug. 2022 - Present
Classroom Technology Services| Berkeley, CA

- Managing microphone equipment, course-capture, and lighting technology for courses such as CS 61A, Data 100, and Astro C10, which have over 1000 students each.
- Conduct audio-visual set-up in lecture hall Wheeler 150 and troubleshoot technological difficulties by engaging with professors in a professional and personable manner.

**Sign Language Provider Contractor**  June 2023 - Aug. 2023
Sign-Speak | Rochester, NY (Remote)

- Provided sign language data for developing their Artificial Intelligence sign language recognition platform.
- Engaged in daily signing tasks to optimize the Sign-Speak algorithm to improve the efficacy of real-time ASL translation for the Deaf/Hard of Hearing community.

**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 undergraduates 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 and R.

## PROJECTS

**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.

**Next-Gen Zine (Director of Social Media and Graphic Designer)**  May 2022 - Aug. 2022

- Collaborated with a team of peers to design and publish a creative zine centered around the discourse of race, sexuality, gender, and class through the lens of art past, present, and future.
- Created and posted social media content featuring original designs and photography to promote publication in advance of release.

**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|SQL|Qualtrics|ELAN|Quantitative and Statistical Analysis|Procreate|Figma|Adobe Illustrator & Photoshop|Fluency in ASL|Troubleshooting and Problem Solving|Excellent Interpersonal and Communication skills|