

Rachel Skwersky

rskwersky2025@berkeley.edu • Berkeley, CA • (508)-615-1339

EDUCATION

University of California Berkeley Cognitive Science B.A., Data Science Minor, STS Minor GPA: 3.72, <i>UC Berkeley Language and Cognitive Development Lab, DataGood</i>	Expected May, 2025
Maastricht University (Maastricht, Netherlands)	June 2023 - Aug. 2023
Advanced Math and Science Academy Charter School (Marlborough, MA)	Aug. 2017 - May 2021

EXPERIENCE

Industry Project Manager DataGood Berkeley, CA	Jan. 2024 - Present
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- Leading a team of seven data scientists in a data science consulting partnership with the Healthy Planet Project Nonprofit.
- Analyzing urgent environmental needs through sentiment analysis concerning conservation efforts of Bay Area residents to streamline and expand impact of Healthy Planet Project educational programs and community volunteer events.

Industry Project Developer DataGood Berkeley, CA	Aug. 2023 - Dec. 2023
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- Data Science consulting for Scientific Adventures for Girls (SAfG) an accessible education non-profit organization.
- Created an interactive map HTML using Folium and GeoPandas libraries to visualize social impact of SAfG Programs.
- Analyzed SAfG financial and donation data to optimize marketing strategies by creating a Tableau dashboard.

Undergraduate Research Assistant UC Berkeley Language and Cognitive Development Lab Berkeley, CA	Aug. 2022 - Present
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- Performed statistical analysis on sign language data using R and libraries such as ggplot and dplyr.
- Facilitated experiments for a cross-linguistic study on bimodal languages through Qualtrics and coded data in ELAN.
- Weekly collaboration with other research assistants and research mentor to ensure project progress.
- 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 Wellesley College Wellesley, MA	June 2022 - Aug. 2022
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- 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 in R.

PROJECTS

Amity (Graphic Designer)	July 2023 - Aug. 2023
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- 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
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- 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 release.

Oski Run (Graphic Designer and Game Developer)	Nov. 2021 - Dec. 2021
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- 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 |