

Sona Dolasia

sonadolasia.com
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Education

University of California, Berkeley
Berkeley, CA / Aug 2017 - May 2021

B.A. Cognitive Science
Minor in Computer Science + Design
Innovation

Awards

UC Berkeley Regents Scholar
Top 1% of incoming students

PG&E STEM Scholar
\$20,000 Scholarship

NCWIT Computing National Winner
1 of 50 selected out of 3,500 applicants

RoboGames Silver Medal
Best of Show Jr. League

Publications

Automating Planar Object Singulation
by Linear Pushing with Single-Point
and Multi-Point Contacts

Z. Dong, S. Krishnan, **S. Dolasia**,
M. Danielczuk, A. Balakrishna, K. Goldberg
Conference on Automation Science and
Engineering (CASE), 2019

Skills

Figma, Sketch, Adobe Suite, Maya,
Renderman

Design Thinking, User Research,
Rapid Prototyping, Visual Design

HTML, CSS, Javascript, JQuery,
Java, Python, Git

Experience

CS 160/260A Undergraduate Instructor
UC Berkeley College of Engineering
Berkeley, CA / Jun 2019 - Present

Served on course staff for the User Interface Design and
Development course. Lead weekly discussions and office hours
and developed course materials. Taught web development
(HTML, Javascript, JQuery), prototyping, and UI/UX processes.

Software Engineering Intern
The Walt Disney Company
Seattle, WA / May 2018 - Aug 2018

Built a load test tool for an internal WebSocket platform in Java,
simulating millions of user connections through AWS. Developed
automated performance reports for message latency. Used to
ensure proper scaling for customers like ESPN and ABCNews.

Product Design Intern
DOGOMedia, Inc.
Tiburon, CA / Dec 2018 - April 2019

Designed ways to promote premium features and tools for
leading EdTech startup. Re-designed website to increase
engagement and highlight content. Worked on accessible design
to make all products ADA and WCAG compliant.

Director of Operations, Product Design Consultant
Berkeley Innovation
Berkeley, CA / Sept 2018 - Present

Managed logistics and finances for club of 12 officers and 32
consultants working with industry clients. Previously worked as a
consultant for academic publisher Ubiquity Press and industrial
art non-profit, the Crucible.

Undergraduate Researcher
UC Berkeley AUTOLab
Berkeley, CA / Jun 2016 - Dec 2018

Advised by Ken Goldberg. Researched deep learning applications
for industrial robots. Designed and built a display for the
Dexterity Network (Dex-Net) project in PythonQT, demonstrating
the thought process of the network in realtime.