Caroline Pastrano

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EDUCATION

University of Texas, Austin   **May 2026**
Master of Science, Human-Computer Interaction
Overall GPA: 3.93

University of Texas, Austin   **May 2024**
Bachelor of Science, Neuroscience
Computer Science Certificate, Minor in Philosophy
Overall GPA: 3.78

WORK EXPERIENCE

UT Sanger Learning Center
Supplemental Instruction (SI) Graduate Assistant   **August 2024 – Present**
- Coordinate events and design instructional materials for the SI program
- Supervise a group of 8-10 student employees and train instructional methods
- Analyze and present data regarding student satisfaction and academic outcomes resulting in a 15% growth in SI attendance

Peer Tutor   **August 2022 – May 2024**
- Taught complex STEM subjects to undergraduate students in 1-on-1 sessions
- Supervised small group study sessions for effective collaboration and learning
- Mentored underclassmen in developing effective study habits and adjusting to university life

UT Undergraduate College Web Development
Graduate Assistant   **June 2025 – December 2025**
- Performed user testing to improve satisfaction with web development services
- Produce visual and interaction design recommendations based on user research
- Collaborate closely with developers to implement effective UX changes

Jara-Oseguera Lab, UT Austin
Research Assistant   **December 2021 – May 2024**
- Conducted patch clamp experiments on temperature sensing ion channels in cells
- Created visualizations of electrophysiological data for journal publication

Afterglow Magazine
Staff Writer, Editorial Illustrator   **September 2021 – May 2024**
- Wrote articles reporting on topics in music for a popular web publication
- Designed and illustrated visual works to represent articles written by others

PROJECTS

CapMetro Usability Study   **September 2024 – December 2024**
Conducted a usability study on the app for CapMetro, Austin's public transportation service. Performed a heuristic evaluation, competitive analysis, and user testing.

Pass it Forward Mobile App   **May 2025**
Fully prototyped a "buy-nothing" app using Figma. Conducted user interviews and competitive analysis, created lo-, mid-, and hi-fi prototypes, created design system, conducted iterative user testing through UserTesting.com.

SKILLS

Technology
Python (Pandas, NumPy, Matplotlib, Scikit-Learn), HTML/CSS/JavaScript, R, SQL, Microsoft Office Suite, Zoom, Figma, Adobe Illustrator, Adobe Photoshop

Methods
heuristic evaluation, competitive analysis, user testing, wireframing, interaction design, iterative design, data analysis and visualization

COURSEWORK

Graduate
Visual Design, Usability, UX Prototyping, Interaction Design, UX Hardware Design, Accessible UX

Undergraduate
Data Visualization, Data Analytics, Software Design, Databases, Game Development