Caroline Pastrano

214.519.3552   cpastrano@utexas.edu   Austin, TX   https://caropasta.github.io/portfolio.html

EDUCATION

University of Texas, Austin   May 2026
Master of Science, Information Studies
conc. UX, Human-Computer Interaction
Overall GPA: 4.0

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

WORK EXPERIENCE

UT Supplemental Instruction   August 2024 - Present
Graduate Assistant
- Create lesson materials and advertising graphics
- Analyze data regarding student satisfaction and academic outcomes
- Collaborate with program coordinators in completing various administrative tasks

UT Sanger Learning Center   August 2022 - May 2024
Peer Tutor
- Tutored UT students in biology, chemistry, and computer science
- Supervised small group drop-in tutoring sessions
- Mentored underclassmen in developing effective study habits and adjusting to university life

Jara-Oseguera Lab, UT Austin   December 2021 - May 2024
Research Assistant
- Conducted patch clamp experiments on temperature sensing ion channels in cells
- Cleaned and visualized electrophysiological data from experiments

UTCS Summer Academies   June 2021 - July 2021
Program Assistant
- Taught high school students to program in C++ and use an Arduino simulation
- Facilitated group work and collaboration in a virtual setting

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.

Independent Video Game   September 2023 - December 2023
Designed and developed graphical user interface for an independent video game, created all art assets, collaborated with a team of four to program and implement functionality, conducted playtesting sessions and user interviews.

SKILLS

Technology: Python (Pandas, NumPy, Matplotlib, Scikit-Learn), HTML/CSS/Javascript, MySQL, Microsoft Office Suite, Zoom, Canvas LMS

Design: Figma, Adobe Illustrator, Adobe Photoshop

Research: heuristic evaluation, competitive analysis, user testing, data analysis and visualization

COURSEWORK

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

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