Caroline Pastrano

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EDUCATION

University of Texas, Austin   May 2026
Master of Science, Information Studies
conc. UX, Human-Computer Interaction
Overall GPA: 3.95

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

WORK EXPERIENCE

UT Web Development   June 2025 - Present
UX Student Associate
- Perform user testing to improve satisfaction with web development services
- Produce visual design and user interaction recommendations for software developers to implement
- Manage test and production databases for UT web services

UT Supplemental Instruction   August 2024 - Present
Graduate Assistant
- Coordinate events and create educational materials for the SI program
- Collaborate in completing administrative tasks to ensure SI runs smoothly
- Analyze data regarding student satisfaction and academic outcomes resulting in a 15% growth in SI attendance

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 for effective collaboration
- Mentored underclassmen in developing effective study habits and adjusting to university life

Afterglow Magazine   September 2021 - May 2024
Staff Writer, Editorial Illustrator
- Wrote articles reporting on topics in music for a popular web publication with a widespread audience
- Designed and illustrated visual pieces 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   February 2025 - April 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, MySQL, Microsoft Office Suite, Zoom, Figma, Adobe Illustrator, Adobe Photoshop

Research and Design: heuristic evaluation, competitive analysis, user testing, wireframing, interaction 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