

Caroline Pastrano

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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 for the SI program
- Analyze data regarding student satisfaction and academic outcomes resulting in a 15% growth in SI attendance
- Collaborate in completing administrative tasks to ensure SI runs smoothly

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
- Visualized electrophysiological data from experiments for publication

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, Figma, Adobe Illustrator, Adobe Photoshop

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