Caroline Pastrano

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Austin, TX

EDUCATION University of Texas, Austin

May 2026

Master of Science, Information Studies conc. UX, Human-Computer Interaction

University of Texas, Austin

May 2024

Bachelor of Science, Neuroscience Elements of Computing Certificate, Minor in Philosophy Overall GPA: 3.78

WORK EXPERIENCE UT Supplemental Instruction

August 2024 - Present

Graduate Assistant

- Train student academic leaders in effective group facilitation techniques
- 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 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

Existentialism Website

April 2023

Designed and developed a website and text game to educate users on the philosophical movement of existentialism

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: Usability testing, data analysis and visualization

COURSEWORK Undergraduate: Data Visualization, Data Analytics, Software Design.

Databases, Game Development

Graduate: Visual Design, Usability