

# Juhye (Sally) Pak

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## EDUCATION

**Carnegie Mellon University**, Pittsburgh, PA

May 2025

Bachelor of Science in Information Systems

QPA: 3.86 / 4.00 (Dean's List)

Minors in Computer Science and Business Administration

Relevant Coursework: Principles of Imperative Computation, Introduction to Data Structures, Designing Human Centered Software, Concepts of Mathematics, Methods for Statistics & Data Science, Data Management Fundamentals, Business Communications

## WORK EXPERIENCES

**re:Bloom**, Pittsburgh, PA

January 2023 - Present

Project Manager

- Oversee team of 2 developers and lead 10-week project to construct website and social media presence for a minority-owned virtual wellness center, Soulology
- Communicate between client and developers to understand client's business goals, represent developers' interests and recommendations, and assign action items for both groups weekly
- Devise 7 videos and visual guides to teach client how to maintain and improve website after project is over

**re:Bloom**, Pittsburgh, PA

September 2022 - December 2022

Technology Consultant

- Designed wireframes with Figma and built website using Wix for non-profit organization, Outdoor Inclusion Coalition, to establish online presence, improving rate of donation by 45% and interest in programs offered by organization
- Consulted client twice a week, proposed recommendations to better promote mission of organization on website, and visually divided website to target 4 different audience groups
- Performed user testing to gain feedback and make 6 iterations before final version of website

## KEY PROJECTS

Research Assistant, CMU Human-Computer Interaction Institute (HCII) | January 2023 - Present

- Conduct research under the Simon Initiative and 2 CMU HCII professors, laying groundwork about impact of pedagogical interventions leveraging VR and other XR tools for instructional use
- Establish survey instrument, collect interviews and focus group responses, and manage data about student engagement and learning

Software Developer, CATCH | June 2022 - Present

- Build engaging app for high school students to easily find and research colleges, filtering by preferences, and connect with current students at colleges
- Implement BeautifulSoup and Python to gather data from databases to create college profiles and used Swift on XCode to construct prototype of app

Data Analyst, Students Using Data for Social Good (CMU) | November 2022 - Present

- Develop central unified database for an organization, Remake Learning, arranging data about types of grants they give out to support other education communities and foundations
- Perform data analysis and creating data visualizations showing methods of distribution of funds and correlation between different communities and amounts received

Software Developer, Pak-Man Game Project (Fundamentals of Programming) | Apr 2022 - May 2022

- Wrote 650 lines of Python code to program game similar to Pac-Man using Python, Tkinter GUI framework, and pathfinding algorithms, Breadth First Search, and A\* for 15122 Term Project

## SKILLS/ACTIVITIES

- Computer Skills: Python, Java, R, Swift, SQL, HTML, CSS, JavaScript, MongoDB, Figma, Adobe InDesign, Canva
- Activities: Kappa Alpha Theta Sorority, English Tutor for Ringle, Women in Business (Member)
- Languages: Korean (Fluent), English (Fluent), Chinese (Intermediate)