PAULA ROMERO

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EDUCATION

Brown University   **Providence, RI**
S.c.B Design Engineering, B.A Computer Science   *August 2024 – May 2028*
- **GPA:** 3.96

EXPERIENCE

Undergraduate Teaching Assistant, CSCI 0150: Intro to Object Oriented Programming   **Providence, RI**
Brown University Department of Computer Science   *May 2025 – Present*
- Guide 300+ students in learning object-oriented programming by leading weekly lab sections to reinforce lecture concepts
- Hold conceptual and debugging hours, conduct code reviews, and grade coding assignments to support student learning

Product Management Fellow   **Providence, RI**
Brown Product Management   *September 2025 – Present*
- Learn and apply PM principles through a fellowship focused on user research, product strategy, and iterative design
- Collaborate on a capstone redesign of the Brown University Shuttle to improve usability, efficiency, and student experience
- Conduct stakeholder interviews and synthesize feedback to inform design decisions and prioritize features

Product Designer   **Providence, RI**
Design For America @ Brown/RISD   *September 2025 – Present*
- Collaborate with a team of 6 designers to prototype a mobile app for Providence Promise supporting parents participating in College Savings Account (CSA) programs
- Conduct user research with Providence Promise families to understand barriers to CSA engagement and inform feature prioritization, such as simplifying event tracking, reminders, and documentation submission

Founding Product Designer   **Providence, RI**
Mona, AI-Powered Financial Companion   *September 2025 - Present*
- Conduct 20+ user interviews to uncover pain points and inform feature prioritization for an AI-driven financial app
- Analyzed user data to guide design decisions and define core app functionality
- Design screens, create a comprehensive design system, and build interactive prototypes for developer handoff
- Collaborate weekly with project leads to align design strategy with product goals

Meiklejohn Peer Advisor   **Providence, RI**
Meiklejohn Peer Advising Program   *May 2025 – Present*
- Mentor six first-year students pursuing engineering, computer science, and STEM fields, guiding them through course selection, concentration exploration, and course registration

UX/UI Designer
Providence, RI
Fullstack @ Brown   *September 2024 - September 2025*
- Collaborated in teams of 10–15 with 2–3 designers per project to build websites for Brown clubs and organizations
- Used Figma to prototype intuitive, accessible, and mobile-friendly designs before handing them off to developers
- Ensured websites are user-friendly, visually cohesive, and scalable to meet organizational needs

PROJECTS

Miami Arts Studio Website Redesign   *June 2025 – August 2025*
- Conducted user research with students and teachers to identify design improvements
- Collaborated with team members in Figma and Wix to prototype, test, and refine site features for enhanced usability
- Launched an online shop feature projected to generate passive income for school

Sketchy, Intro to Object Oriented Programming   *November – December 2024*
- Developed a Java-based drawing app with layered sketching and custom brush tools through JavaFX
- Implemented file saving and loading functionality for user projects using FileIO

The Chair, Intro to Engineering Design   *September – November 2024*
- Designed and prototyped a space-efficient chair that converts into a table for children in small living spaces
- Conducted user research to identify pain points in existing chair designs

EXPERTISE

Skills: Java, Python, Adobe Photoshop, Figma, MATLAB, Fusion 360, Blender, UX/UI Design, Product Design, Product Management, Creative Direction, Graphic Design, Marketing, Branding, Software Development, Prototyping, Adobe Creative Suite, Git, HTML/CSS, Interaction Design, Software Development, Prototyping
Languages: English (native), Spanish (native)