

CLARA PAKMAN

My MSc at Imperial College London focuses on using behaviour science to solve complex problems, launch future-facing products, and design better systems. Eager to bring market research, insight discovery, and collaborative teamwork to an ambitious, interdisciplinary team.

EDUCATION

Imperial College London, MSc Design with Behaviour Science, 2026-2027

Dartmouth College, B.S. Cognitive Science, 2019-2024, GPA 3.95/4, Magna Cum Laude, Phi Beta Kappa

Relevant Coursework: Inferential Statistics, Advanced Research Methods, Econ and Finance for Systems Design

PROJECT EXPERIENCE

STRATEGY GROWTH & VENTURES | APR 2026 - SEPT 2026

Product Researcher

- Owned data analysis for 35+ 1:1 interviews, usability tests, and surveys for Fortune 500 healthcare clients; coordinated recruitment and data capture across engagements.
- Drove 2 major product pivots after translating qualitative and quantitative findings into data visualizations and strategic recommendations.
- Developed custom AI-enabled research tools to analyze 1,500+ IG posts and 173 user sentiment comments.

EDMOTIONS AI | JAN 2026 - APR 2026 | MT KISCO, NY

UX Researcher

- Advised ed-tech startup on research strategy for a DBT-informed emotional wellness pilot in NY middle schools, owning survey design, data collection, and participant recruitment.
- Led 4 focus group sessions, surfacing 7 guiding themes on classroom AI adoption, usability features, and student privacy.
- Delivered strategic recommendations that reshaped product positioning, roadmap, and go-to-market strategy.

REGENERATING EDUCATION | JAN 2025 - JAN 2026 | REMOTE

Design Researcher

- Delivered design research for 4 major architectural projects, a global education initiative, and a research partnership with Harvard Graduate School of Education on futures of learning.
- Conducted on-site interviews, user studies, and participatory design workshops with students, faculty, and administrators across the US, Singapore, Indonesia, and Turkey.
- Translated qualitative data into research briefs and design documents that advanced regenerative architecture.

ENDVR SPORTS | AUGUST - NOVEMBER 2024 | REMOTE

UX Researcher

- Conducted in-depth interviews and usability tests with 12 elite youth soccer players (ages 12-18) for an AI sports self-improvement app.
- Synthesized qualitative data using sentiment analysis to produce reports for product, design, and engineering stakeholders.
- Translated user insights into design recommendations that informed feature iteration and UX refinements.

SKILLS

Digital: Python | RStudio | Excel | Adobe Suite | Claude Code | AI-native | Figma | C++ | Java | Maya | Unity

Analog: Market Research | Cognitive Psychology | Project Management | Creative Storytelling | Design Thinking | Rapid Ideation | Prototyping | Client-facing Communication