

Veronica Pimenova

Information Systems & Human-Computer Interaction (HCI)
Carnegie Mellon University

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Education

Carnegie Mellon University, Pittsburgh, PA **August 2022 - May 2025**

Bachelor of Science in Information Systems & minor in Human-Computer Interaction

Advised by Andrew Begel, GPA: 3.7/4.0

Dean's List (High Honors)

Relevant Courses: Imperative Computation, Calculus I & II, Reasoning with Data, Designing Human Centered Software, Database Design & Development, Interactive Design, Application Design & Development, Software Engineering, IOS Mobile App Development, Language Diversity & Cultural Identity, Writing for the Professions

Research Experience

Principal Investigator, CMU Software & Societal Systems **Sept 2022 – Present**

PI: Veronica Pimenova (Advised by Andrew Begel). Managing a study with 20+ participants, conducting recruitment, user studies, and statistical analysis. Designing and testing an online accessible learning platform for neurodiverse learners, focusing on ADHD and autism. Applying ML models for segment detection in Scratch-based pedagogical videos.

Research Assistant, CMU Robotics Institute **May 2024 – Oct 2024**

PI: Andrew Hundt. Conducted research on Autism Spectrum Disorders, focusing on literature reviews and Python-based analysis. Collaborated with interdisciplinary teams to refine research methodologies and improve data analysis. Developed tools in Python to assist in the processing and visualization of research findings.

Student Researcher, CMU Decision Sciences **Sept 2023 – Dec 2023**

PI: Erin Carbone. Led a team of 6 to study the correlation between grade fairness and student quality of life. Conducted bi-weekly meetings, literature review, and created a poster presented to 100+ students.

Publications

Pimenova, V., Lee, C., Bhakdibhumi, B., Chu, S., Begel, A. "Enhancing Learning Platforms for Individuals with ADHD." Submitted to the International Computing Education Research (ICER) Conference, under review.

Hundt, A., Ohlson, G., Wolfert, P., Miranda, L., Zhu, S., **Pimenova, V.**, Winkle, K., & Lee, C. "Love, Joy, and Autism Robots: A Metareview." Submitted to ACM Transactions on Human-Robot Interaction (THRI), under review.

Conference Presentations

Pimenova, V., Bhakdibhumi, A., & Begel, A. (2023, 2024). "Neuroinclusive Documentation." Presented at Carnegie Mellon University Meeting of the Minds (MoM).

Pimenova, V., Ranaweera, L., & Walker, D. (2022). "Computer Vision in Sports Motion Analysis." Presented at the Pittsburgh Regional Science & Engineering Fair (PRSEF).

Pimenova, V., & Griest, P. (2019). "Optimized Fluorescent Paint Design with Six Sigma." Presented at PRSEF.

Invited Talks

Pimenova, V. (2024, October). Workshop presentation in collaboration with CyLab [Workshop presentation]. OurCS, Carnegie Mellon University.

Pimenova, V. (2024, September). Guest lecture on accessibility research to 200+ attendees during CMU's Family Weekend [Oral presentation]. Carnegie Mellon University.

Pimenova, V. (2024, September). Guest lecture on accessibility in software design [Oral presentation]. Carnegie Mellon University, 67-200 Course.

Pimenova, V. (2023, October). Panelist for software internships talk [Panel discussion]. Carnegie Mellon University.

Professional Experience

Incoming Associate Product Manager Intern, Pegasystems

January 2025

Location: Remote

Will collaborate with the Customer Decision Hub team to design and prioritize product features that enhance customer engagement and decision-making processes.

Software Engineering Intern, Forevergreen

May 2024 - Aug 2024

Location: Pittsburgh, PA

Developed Python backend services for a carbon calculator application, optimizing data storage by 30%. Implemented REST APIs and integrated interactive front-end components designed in TypeScript from Figma mockups.

Machine Learning Intern, Velo AI

May 2023 - Aug 2023

Location: Pittsburgh, PA

Processed large-scale video datasets for social media campaigns, more than doubling product visibility. Designed and implemented ML models for object detection and animation overlays. Conducted field research and demo testing in the Pittsburgh area to refine algorithms and validate features.

Software Engineering Intern, Argo AI

May 2022 - Aug 2022

Location: Pittsburgh, PA

Developed and trained a lane-blocking classifier using random forests on real-world video data. Improved Python scripts for data pre-processing, increasing data filtering efficiency. Worked with the perception team to deploy models in a production environment.

Fellowships and Grants

\$20,000 MSA Deike-Ryan Scholarship Program

Issued by Mine Safety Appliances (MSA) Inc., awarded for outstanding academic performance, leadership, and volunteer work.

\$10,000 Raytheon Technologies Underrepresented Minorities Award

Issued by International Information System Security Certification Consortium (ISC²), recognizing achievements in accessibility research, academic performance, and volunteer work in promoting underrepresented minorities in tech.

\$5,000 ISC² Undergraduate Scholarship

Awarded by International Information System Security Certification Consortium for excellence in accessibility research, academic performance, and leadership in promoting underrepresented minorities in tech.

\$4,500 Boeing Leadership Award for Information Systems

Issued by The Boeing Company for exemplary leadership and academic performance in the CMU Information Systems program.

\$4,500 Undergraduate Research Fellowship

Awarded by Carnegie Mellon University, Office of Undergraduate Research and Scholar Development, for conducting advanced research projects in accessibility.

\$4,000 Octillo Women's Cybersecurity Award

Recognized by International Information System Security Certification Consortium (ISC²) for contributions to the field of information, promoting diversity, and accessibility research.

\$2,500 Cranberry Cup Scholarship

Issued by Cranberry Cup Organization, supporting academic achievements and community service.

\$2,000 Bess Family Funding Recipient

Awarded by Bess Family Fund for the development of machine learning models for autonomous software.

\$1,000 Tapia Conference Scholarship

Sponsored by Carnegie Mellon Information Systems Inclusion Committee to attend the 2024 Tapia Conference.

\$400 XR Access Symposium Scholarship

Provided by Cornell University and Meta Reality Labs for participation in discussions on accessibility in Augmented and Virtual reality (AR, VR).

Awards & Honors

Women and Information Technology Affiliate Award (3x)

Issued by the National Center for Women and Information Technology (NCWIT) for promoting diversity in computing.

3rd Place in Computer Science, PRSEF

Awarded at the Pittsburgh Regional Science & Engineering Fair, Spring 2022, for a distinguished project in computer science which removes bias in US figure skating scoring systems.

PRSEF Corporate Sponsorship Awards (2x)

Received at the Pittsburgh Regional Science & Engineering Fair for innovative computer science projects.

Teaching Experience

Head Teaching Assistant (Incoming), Carnegie Mellon University **January 2025**

Course: Information Systems Milieux (67-250), Dietrich College Information Systems

Supervised by Dr. Jeria L. Quesenberry. Will be responsible for leading recitations and coordinating curriculum planning for a class of 100+ students. Tasked with mentoring other teaching assistants to ensure consistent and high-quality instruction.

Teaching Assistant, Carnegie Mellon University **January 2024 - May 2024**

Course: Information Systems Milieux (67-250), Dietrich College Information Systems

Supervised by Dr. Jeria L. Quesenberry. Conducted recitations and provided individual support to students in a class of 100+. Assisted in grading assignments, exams, and projects, ensuring fair and accurate assessment. Organized review sessions to reinforce core concepts and address student questions.

Teaching Assistant, Carnegie Mellon University **May 2024 - August 2024**

Course: Undergraduate Research (99-370), Summer Undergraduate Research Apprenticeship (SURA)

Supervised by Dr. Richelle Bernazzoli. Supported students in formulating research questions, identifying appropriate research methodologies, and developing skills to write research proposals. Facilitated weekly check-ins to track progress and address challenges, ensuring successful completion of individual research projects.

Conferences Attended

ACM SIGASSETS 2024, Virtual **October 2024**

Served as a virtual Student Volunteer (SV) at the ACM Special Interest Group on Accessible Computing (SIGACCESS) Conference. Assisted with organizing sessions and supporting accessibility initiatives by making sure video submissions followed accessibility guidelines.

UIST 2024 Conference, Pittsburgh, PA **October 2024**

Attended the ACM Symposium on User Interface Software and Technology as a sponsored participant for MIT Media Lab's workshop on soft wearables. Engaged in discussions on emerging trends in HCI and wearable technology, with a focus on accessibility.

Tapia Conference 2024, San Diego, CA **September 2024**

Participated in the Richard Tapia Celebration of Diversity in Computing, engaging with talks on diversity, inclusion, and accessibility in computing. Presented research to attendees and networked with professionals and academics.

XR Access Symposium 2024, New York, NY **June 2024**

Attended the XR Access Symposium, focusing on enhancing accessibility in virtual and augmented reality. Participated in workshops and discussions on inclusive design for immersive technologies. Presented to hundreds of in-person and remote attendees.

Volunteer Experience

Member, AccessComputing, University of Washington **September 2024 – Present**

Collaborating with a nationwide network to promote accessibility in computing education and research. Participating in workshops, discussions, and initiatives aimed at improving inclusion and accessibility for individuals with disabilities in computing fields.

Notetaker, XR Access **June 2024**

Documented key discussions and presentations focused on improving accessibility in virtual and augmented reality technologies.

Administrative Assistant, Academic Games League of America **April 2024**

Assisted in organizing national academic competitions, managing event logistics, and providing operational support for attendees and staff.

Lead Mentor, Women in Information Systems, Carnegie Mellon University **Aug 2023 – May 2024**

Organized mentorship opportunities for female students in technology, leading workshops on career development, networking, and technical skill-building.

DEI Chair, Delta Delta Delta Sorority, Carnegie Mellon University **Aug 2023 – Dec 2023**

Advocated for inclusivity by implementing Diversity, Equity, and Inclusion (DEI) strategies for 70+ members, coordinating events and fostering a supportive community.

UI/UX Team Member, CMU Scotty Labs **Sept 2022 – May 2023**

Participated in design workshops and contributed to hackathon projects, including Tartanhacks, focusing on innovative user interface designs.

Java & Python Instructor, Steel City Codes, Pittsburgh, PA **June 2021 – Aug 2021**

Taught Java programming through game design to middle and high school students from underrepresented backgrounds, fostering interest in technology.

Lead Performer, Ronald McDonald House Charities **June 2021 – Aug 2021**

Performed figure skating musical and artistic showcases at fundraising and community events to support the organization's mission of providing housing for families in need.