TuuliPöllänen

about

tuuli.pollanen@gmail.com
web-psychometrics.com
www.github.com/tuuleh

languages

native Finnish
fluent English/Slovene
intermediate Swedish
basic German

technology

JavaScript
HTML & CSS
R, Python
GNU/Linux
IRTpro, SPSS
basic Git and SQL

interests

user experience research, front-end and web development, web-based experiments, statistics, psychometrics, cognitive and computational psychology

education

2012–2014	**MA, Psychology**	University of Ljubljana

GPA - 3.8
Completed a module on cognitive neuroscience and advanced research methodology
Thesis: *The influence of cognitive skills and team cohesion on performance in Multiplayer Online Battle Arena*

2008-2012	**BA, psychology**	University of Ljubljana

GPA - 3.6
Several research projects and literature reviews on computational and cyber psychology

2012-	**BS, computer science**	University of Ljubljana

experience

2013-	**Cyberpipe**	Community manager / volunteer

Hosting talks on psychology and IT, volunteering as a mentor at programming workshops for kids, organized the new headquarters.

04–06 2014	**3fs d.o.o, Kranj**	Product manager / UX research intern

Product development, user experience and market research, QA testing.

03–05 2014	**Hekovnik, Ljubljana**	Freelancer - psychometrics and research design

Constructed a battery for discovering entrepreneurial potential in workshop applicants.

03–04 2014	**Diplo Foundation, Geneva**	Freelancer - research methodology, text analysis

Worked together with a computational linguist to analyse patterns in contributions sent to a diplomatic conference on cybersecurity and internet governance.

03–05 2013	**Populus Landscape Architecture, Ljubljana**	Freelancer - survey methodology and statistical analysis

Consulted a landscape architect on survey methodology; analysed and made inferences from data regarding architectural renovations in Tolmin.

applications and projects

2014   **The anatomy of a gamer**   Click here to view the project on GitHub, or here to read the paper.
I built a Node.js application with 25-minute web-experiment consisting of surveys and cognitive taks for my research on how cognitive skills and team cohesion relate to player performance in League of Legends.

2014   **Sudoku solver**   View the project on GitHub.
I wrote a Python script that solves any Sudoku puzzle using three heuristic strategies and recursive search. Try it out!

2014   **Pilot study - The relationship between ambition, curiosity, educational expenditure and GDP per capita.**   Paper
We triangulated data from a UNESCO database and the International Wellbeing Study to discover whether ambition and curiosity relate to macroeconomic variables.

2013   **Psychometric Artificial Intelligence**   Paper
A literature review on psychometric AI - brute force solutions to solve tasks on intelligence tests

2013   **Cognitive architectures and their use in cognitive psychology**   Paper
How cognitive architectures can be utilized on top of expert systems in applied cognitive psychology

2012   **Pilot study: Cyberbalkanization on Reddit**   Summary
I wanted to find out whether opinion-based voting relates to ideological segregation on Reddit.

presentations and talks

2014   **jsPsych on Node.js with Express 4.0 and Sequelize**   Click here for Slides, and Blog post
My experience designing and launching a web experiment on Node.js, thoughts about the data storage and on imputation of non-random missing data.

2014   **The advantages and challenges of web-based experiments**   Announcement, Blog post
Technical challenges in design of web-based experiments for cognitive sciences, how to mitigate them, and how they manifest in the data.

2014   **The interplay between psychology and information technology**   Slides, Blog post
I talked about how psychology is present in every aspect of technology, and how well-designed technology is a natural extension to our socio-cognitive processes.

2013   **Virtual reality exposure therapy to treat anxiety disorders**   Slides
How virtual reality overcomes barriers of care and enables exposure therapy in cases where it is otherwise impossible.

2013   **A reflection on psychometric artificial intelligence**   Slides, Paper
The use and abuse of psychometric tests in the creation of AI entities, and the practical applications and limitations of the PAI approach.

2012   **Cognitive architectures in applied cognitive psychology**   Slides, Paper
I explored how - and if - cognitive architectures can be utilized in applied cognitive psychology as an addition to expert systems.

2012   **Computer models of creativity**   Slides
A presentation on how different types of AI models carry relevance for modeling creativity.

2011   **Cognitive ergonomics, HCI and Nielsen's heuristics**   Slides
I presented the basics of human-computer interaction and cognitive ergonomics to my fellow psychology students.