Tamara Blain

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Objective

I am looking for a challenging opportunity to apply my proven programming experience, and my multi-disciplinary approach to innovative problem solving.

Summary of Qualifications

- Eight years programming experience with various languages
- Extensive familiarity with a startup environment
- Experience writing code for limited memory and resources
- Experience in surveying technology trends and innovations for immediate application
- Proclivity towards combining ideas across disciplines for creative problem solving

Education

M.S. E.E., UC Berkeley, Berkeley CA, December 2009
B.S. C.S., CUNY Queens College, New York NY, May 2003
B.S. Biochemistry, SUNY StonyBrook, StonyBrook NY, May 1995

Relevant Experience

Research Assistant, 7/2003 – 12/2006
Lawrence Berkeley National Labs, Berkeley, CA

- Assisted the group that developed the front-end system of the Spallation Neutron Source (SNS), which provides pulse neutron beams used to determine the atomic make-up of materials.
- Designed modules that enabled additional functionality to the FPGA emulating the SoC controller of the RF-based acceleration system, allowing greater flexibility and control to SNS users.
- Verified designs, ensuring correctness and functionality.

UC Berkeley Student Projects

- A BCI-Controlled Virtual Keyboard Design for Noisy Input and Limited Bandwidth
  Designed and simulated a method of communicating over a brain-computer-interface (BCI) constrained by noise and bandwidth; Master's report.
- Fast MAPs BCI-controlled Smart Wheelchair Interface
  Extended an approach to shared BCI-control of a robotic wheelchair, centered around the SLAM algorithm and a maps-based interface; class project.
- Catching Phish: Detecting Phishing Attacks from Rendered Website Images
  Developed a method of thwarting phishing attacks using machine learning techniques on rendered images of websites; class project.

Queens College Student Projects

- Esterel Virtual Machine for LEGO Mindstorms
  Authored an emulator to allow Esterel language routines to run on LEGO Mindstorms robots;

class project.

Web Developer, 6/1999 – 9/2002
Concrete Media Inc., New York, NY

- Developed websites and intranets for such large companies as, Bertelsmann AG, The Princeton Review, and ScreamingMedia.
- Developed large-scale portal sites such as GirlsOn.com, Lids.com, Bolt.com, and Homeroom.com.
- Ensured unerring code performance across all browser engines.
- Initiated and created a centralized system, which improved site development efficiency and enhanced developer collaboration.
- Stimulated the interest of new clients by producing presentations of cutting edge client-side technologies, to be delivered by the marketing team.
- Surveyed web trends and technologies for opportunities to improve client websites
- Interviewed prospective developers, ensuring their quality, capabilities, and culture-fitness.

Web Developer Intern, 11/1998 – 6/1999
Sensenet, Inc., New York, NY

- Helped actualize the web footprint of such large companies as Pfizer and Sprint.
- Designed and implemented rigorous usability tests for significant clients such as Metamucil, Showtime, and Captain Morgan.
- Resolved, tracked, and documented technical issues with client sites in a timely fashion.

Technical Expertise

Programming Languages
Proficient: Python **, C**++, Matlab, Verilog
Knowledgeable: HTML, JavaScript, Actionscript, SQL, ASP, Java, R, C, VHDL, x86 assembly, ARM IS

ASIC/FPGAs
Knowledgeable: Xilinx, Altera

Systems
Proficient: Linux, Windows, Mac OSX

Version Control
Proficient: CVS, GIT
Knowledgeable: SVN

Professional Affiliations

IEEE, ACM

Interests

Inventing, Programming, Machine Learning, Developing for Mobile Devices, and Computer Architecture