

# **POLINA OLEMSKAIA**

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## **Education**

**Goldsmiths, University of London, UK**

**2016 – Present**

**BSc (Hons) Creative Computing**

- Programme covers software design including all aspects of programming and UX design

**Ural State University of Architecture and Art, Yekaterinburg, Russia**

**2011 – 2016**

**BA (Hons) Architecture; (Grade 4.5 / 5)**

- The degree has given me advanced mathematical and problem solving skills as well as the ability to transfer complex creative conceptual ideas into technically accurate schemes

## **Languages and Technologies**

- Proficient - 3ds Max, Autocad, Photoshop, Corona, Vray
- Confident developer - JavaScript, HTML5, CSS3
- Beginner level - C++
- Basic experience - Python, React.js, JQuery, OpenFrameworks, MySQL, MongoDB
- Software development tools - Command line, Git, Project Builds

## **Work Experience**

**Quail London Limited, London**

**Sept 2017**

Designed and built a new website [www.quaillondon.com](http://www.quaillondon.com) using JavaScript, HTML5 and CSS3

**Cosmetics Guru, London**

**2016 - present**

Content graphic design and management in WordPress

**Event photography, London**

**2017 - present**

Photographer, content editor and publisher

Events - Anvil hack spring, Binary in tech summer, Hacksmiths

**Ichibuns Soho restaurant, London**

**Jun - Sept 2017**

Hostess

Customer service, greet incoming and departing guests, management the flow of people

**UralGrazhdanProject, Russia**

**Jan - Aug 2016**

3d Visualiser

Working in a team and under pressure, strict deadlines

## **Achievements and Awards**

**Goldsmith Computing Undergrad Show**

**Jul 2017**

- My project Generative Animations (written in JavaScript) was chosen by the University committee to represent the best achievements of my year group. The project can be viewed on my website at [www.polinao.uk](http://www.polinao.uk)

**Hatch hackathon by She Can Code & UCL entrepreneurs**

**Jan 2017**

- Our team won 1st place. My role was to create a wireframe for a mobile application to show UX design, to implement blockchain in the app prototype and to present this to the audience