POLINA TAMARINA

WORK & RESEARCH

CONTACT INFO
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Product Manager at Zillow
April 2018- current
• Owning the core Home Shopping experience and roadmap for the iOS and Android mobile apps
• Promoted from PM 2 to PM 3, now working with senior leadership to define Mobile Apps Group strategy and priorities
• Led product team to ship Zillow's first personalized sort order for homes, working with Artificial Intelligence and backend teams
• Driving cross team work with stakeholders from Zillow.com, Mobile Apps Engagement, and the design org
• Designed and ran user research studies
• Led a winning Hackweek team around personalization

Product Management Intern at athenahealth
Summer 2016
• Product owner for first transgender-inclusive Electronic Health Record in the industry, now used by over 1500 healthcare providers on athena
• Led a 3 person team to deliver a feature set of inclusive user flows for transgender patients

Software Developer at Brown University, Rhode Island Hospital, NIH
Fall 2016- Spring 2017
• Founding member & researcher in ongoing project at Brown Human Computer Interaction Lab and at RIH, working on NIH-funded project to develop predictive mental health algorithm trained on naturally-occurring social media data
• Wrote Python automation scripts to extract and format social media data and interface with participants during study
• Co-author on paper being submitted to CHI computing conference in 2020

PROJECTS

Product Strategy for The BLOCK Project
2018- 2019
• Worked with a local tiny home non-profit, The BLOCK Project
• Researched and scoped a feature within their existing application which fosters connection between formerly homeless BLOCK home residents and their new neighbors by making it easy to help BLOCK residents with small tasks, like laundry or rides to appointments

Studio Lead at Brown/RISD Design For America
2015-2017
• Co-president: Led a 50+ person chapter of design consultancy org "Design For America." Past clients have included RI Public Transportation, Chrysler, and the YMCA
"Housing @ Brown": Designed a new user interface for the university online housing lottery portal. Partially implemented by Brown University
• "Frankenfix": Worked with Rhode Island Public Schools to create educational game based on design thinking principles, adopted by local schools
• "Eye-tracking": Worked on code to improve wearable pupil tracker for patients paralyzed with ALS

EDUCATION
Brown University '17 •
Computer Science • Slavic Studies •
Visual Art (significant coursework)

TECHNICAL SKILLS
Java • Python • CSS/HTML/Javascript • SQL • Mode Analytics • Machine Learning & AI products • XCode • Unity • GitHub • InDesign • Illustrator • Photoshop • UI/UX design • Sketch • Balsamiq • Invision • Physical prototyping (3D printing/lasertcutting/wood)

PRODUCT SKILLS
Agile methodology • Kanban • A/B Testing methodology • Coordinating app releases • Sprint planning • Cross-team product planning • UX Research & analysis • Copywriting • Jira • Pitching & storytelling • Project management

RELEVANT COURSEWORK
Computer Systems • Designing Humanity Centered Robots • Data Structures and Algorithms • Discrete Mathematics• Object Oriented Programming • Cybersecurity • Principles of Economics • Designing User Interfaces • Typography • Design Studio (UX/Industrial Design) • Applied Math Statistics

OTHER SKILLS
Russian • French • Translation • Poetry & Writing • Fine art (charcoal, drawing) • Competitive swing dancing • Former synchronized swimming (US Open competitor) • Scuba diving