

# POLINA TAMARINA

## WORK & RESEARCH

### Product Management Intern at athenahealth Summer 2016

- Product owner for "First Transgender-Inclusive Electronic Health Record", now used by over 1500 healthcare providers on athena.
- Led an autonomous, agile scrum team to deliver a package of software functionality of inclusive user flows for transgender patients
- Worked cross-product to drive solutions to end user

### Software Dev & Product Intern at Sproutel Summer 2015

- Intern at award winning pediatric healthcare tech startup
- Designed, researched, and developed mobile game using C#, Javascript, and the Unity 2D platform.
- Mentored by Product Lead on product lifecycle
- Planned and executed marketing campaign, generated 100% of headlines and social media traffic around new release
- Participated in product strategy sessions

### Research Assistant at Brown University and Rhode Island Hospital Fall 2016- Spring 2017

- Research Assistant in Brown Human Computer Interaction Lab working on NIH-funded project to develop a predictive algorithm for mental health
- Wrote Python scripts to extract and format social media data from participants' phones
- Helped design and develop machine learning algorithm
- Co-author on paper currently being submitted to CHI Human Computer Interaction conference

## PROJECTS

### Design For America Organization Leader 2014-2016

- Led the Brown University and Rhode Island School of Design chapter of design consultancy org "Design For America." Past clients have included RI Public Transportation, Chrysler, Brown University, Chrysler, and YMCA.
- Increased organization size by 85%, available funding by 400%
- Implemented new leadership org structure and strategy for expansion of campus and client partnerships

### Design Consulting Project Leader 2014-2017

- "Housing @ Brown": Designed a new user interface for the university online housing lottery portal. Partially implemented by Brown University.
- "Frankenfix": Created an educational game that boosts academic scores in low resource schools through design thinking principles. Currently used by local middle schools.
- "Eye-tracking": Worked with local non-profit to improve wearable pupil tracker for patients paralyzed with ALS.

### Game & Algorithm building 2014-2015

- Used Java and Swing libraries to build Pacman and Tetris from scratch
- Built Java-based version of the Seamcarve algorithm
- Built malloc function using C

#### CONTACT INFO

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#### EDUCATION

Brown University, '17  
Computer Science,  
Slavic Studies,  
Design

#### TECHNICAL SKILLS

Java • Python • CSS/HTML/Javascript • SQL • Assembly • C • C# • LaTeX • XCode • Unity • GitHub • InDesign • Illustrator • Photoshop • Final Cut Pro • Rhino/Solid Works • User interface design • Sketch • Balsamiq • Invision • 3D printing • Laser-cutting • Woodwork

#### PRODUCT SKILLS

Agile development • Kanban • Human Centered Design • Writing for web & blog • Education • Public speaking & storytelling • Conflict resolution • Academic Research • UX Research • Event organization • Project management • Budgeting

#### CAMPUS INVOLVEMENT

Design For America Studio Lead • Hack at Brown • STEAM • A Better World By Design • Brown Design Workshop • Women in Computer Science • Shakespeare on the Green • Campus Tour Guide • Brown Swing Dance • St. Anthony Hall Literary Fraternity

#### RELEVANT COURSEWORK

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

#### OTHER SKILLS

Russian (fluent) • French (conversational) • Spanish (beginner) • Language translation • Acting/theatre direction • Award winning slam poet • Swing dancer and DJ • Former US Open level synchronized swimmer • PADI certified scuba diver