

# POLINA TAMARINA

## WORK & RESEARCH

CONTACT INFO  
polinavtamarina@gmail.com •  
703-962-0009 • www.polinas.work

### Product Manager at Zillow May 2019- current

- Owning the core Home Shopping experience for the iOS and Android mobile apps
- Driving cross team product work with stakeholders from Zillow.com, Machine Learning & Personalization, and backend teams
- Working with senior leadership to define Mobile Apps Group priorities

### Associate Product Manager at Zillow May 2018- May 2019

- Owning projects within the Home Shopping space on apps
- Drove product and implementation for Zillow's first personalized sort order for homes- feature is now fully shipped on apps, web in development
- Working with UX to design and run user research studies
- Conceived and led winning Hackweek project that's now in development

### 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

### Seattle Propel: BLOCK Project 2018- 2019

- Working with a local affordable housing non-profit, the BLOCK Project
- Researched and scoped a feature within their existing application which fosters connection between formerly homeless BLOCK residents and their new neighbors by making it easy to help BLOCK residents with small tasks, like laundry or rides to appointments

### Design For America Studio Lead at Brown/RISD 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/  
lasercutting/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