

POLINA TAMARINA

WORK & RESEARCH

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 an autonomous, agile team to deliver a package of software functionality of inclusive user flows for transgender patients.
- Worked cross-product to drive solutions to end user.
- Worked with clients to test and iterate on functionality, interfaces.

Software Development & 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.
- Planned and executed marketing campaign, worked with top pediatric health industry influencers to generate headlines around product release.
- Participated in product strategy sessions and brainstorm.

Software Developer at Brown University, Rhode Island Hospital, NIH Fall 2016- Spring 2017

- Researcher in 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.
- Worked with 2 others to design study and machine learning algorithm.
- Co-author on paper to be completed by masters students by end of year.

PROJECTS

Design For America Organization Leader 2015-2016

- 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.
- Mentored student leaders on six interdisciplinary design projects.

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": Worked with Rhode Island Public Schools to create educational game based on design thinking principles, adopted by local schools.
- "Eye-tracking": Team member, worked on code 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 •
Visual Art (significant coursework)

TECHNICAL SKILLS

Java • Python • CSS/HTML/Javascript •
SQL • Forensic Data Extraction • Machine
Learning • Assembly • C • C# • XCode
• Unity • GitHub • InDesign • Illustrator •
Photoshop • Final Cut Pro • Rhino/Solid
Works • UI/UX design • Sketch • Balsamiq
• Invision • Physical prototyping (3D
printing/lasercutting/woodshop)

PRODUCT SKILLS

Agile methodology • Kanban • A/B Testing
• Managing releases • Sprint planning •
Client management • Human Centered
Design • Writing • Peer mentorship •
Pitching & storytelling • Conflict resolution
• Academic Research • UX Research •
Event organization • Project management
• Budgeting

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 (fluent) • French (intermediate)
• Spanish (beginner) • Professional
translation • Theatre (national awards for
acting and direction) • Poetry (published)
• Competitive swing dancing • Former
synchronized swimming (US Open
competitor) • Scuba diving