Alena Borisenko

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EDUCATION

Tufts University, Medford, MA

Master of Science in Computer Science, May 2018

Bachelor of Science in Computer Science, August 2016
Minor: Japanese Language

Kansai Gaidai Asian Studies Program, Hirakata-shi, Japan, Fall 2014

SKILLS

Programming: C, C++, Cache Object Script, CSS, HTML, JavaScript, LabView, Python, SQL
Platforms/Tools: Android Studio, Arduino, D3.js, Flask, Git, Jira, Maya, Perforce, Unity
Languages: Russian (native tongue), Japanese (advanced)

EXPERIENCE

InterSystems Corporation, Cambridge, MA

Software Developer, August 2018 – Present
- Implement features for future releases as designed within the Medication Management Agile team
- Maintain current releases by investigating and fixing reported errors
- Patch features and bug fixes to previous releases

Tufts Human-Computer Interaction Lab, Medford, MA

Research Assistant, June 2017 – May 2018
- Conducted user study sessions and contributed to the methods section of an HCI research paper
- Performed set-up of data acquisition hardware and control software
- Programmed a customizable "Memory" game and automated logging for use in experiments

Beth Israel Deaconess Medical Center for Advanced Biomedical Imaging and Photonics, Boston, MA

Intern, July – Dec. 2015
- Developed control, automated calibration and logging programs for a novel spectroscopic optical coherence tomography diagnostic system
- Collaborated with a team of researches and designed an intuitive UI based on their specifications

COURSES & PROJECTS

Relevant Courses: Algorithms, Artificial Intelligence, Computation Theory, Data Structures, Databases, Human-Computer Interaction, Natural Language Processing, Visualization

Twitter Kanji Evaluator, Fall 2017
- Accessed the Twitter API via Tweepy to gather tweets by popular Japanese accounts
- Extracted kanji from tweets using regular expressions and evaluated their difficulty
- Utilized Flask to create a demo webpage for presenting popular Twitter users' kanji use statistics

Social Graffiti, Fall 2016
- Developed a location-based announcement board application for Android
- Integrated Firebase backend and Google Maps API into the application

BrewViz, Fall 2016
- Built an exploratory visualization of craft beer categories, flavor profiles and food pairings
- Collaborated with team members to create a webpage showcasing SVG visualizations

L-U-G-E, Fall 2015
- Developed an obstacle course iPhone game in Unity along with two other teammates
- Created 3D character and obstacle models in Maya

Last Contact, Fall 2015
- Developed a platformer game in Phaser along with two other teammates
- Created custom sprites and maps