Allison Fine Mishkin

670 West End Avenue #16B (917) 797-2440
New York, NY 10025 afinemishkin@gmail.com

EDUCATION

University of Oxford, Oxford, UK **August 2014**

MSc in the Social Science of the Internet, Oxford Internet Institute

Thesis: Predicting Positive Outcomes from Teenage Technology Use (Awarded Distinction)

- Explored how family, school, and technology based interventions influence teenage Internet outcomes.

Fellowship and Honors

- Oxford Graduate Scholar: Chosen as 1 of 20 incoming Oxford students of highest academic merit and leadership potential. Selected from the group as Google's scholar.
- Thouron Fellow: Awarded fellowship by the Thouron Foundation for "Ambassadorial Qualities and Academic Potential."
- O'Reilly Academic Prize: Won O'Reilly publishing's prize for the best paper using data science methods.

Relevant Coursework: Digital Social Research, Advanced Qualitative Research, Advanced Internet Research Methods, Statistics for Social Scientists, Social Dynamics of the Internet, Virtual Economies and Virtual Selves, Internet Technologies and Regulation.

University of Pennsylvania, Philadelphia, PA **May 2011**

BA in Individualized Major: Computer Science and Society

- Designed interdisciplinary major across Colleges of Engineering and Arts and Sciences that combined computer science with analysis of how technology influences learning, communications, and politics.
- Since my major, Penn created two new programs to address the holes my program highlighted.

Minors: Theatre Arts, Computer Science, Cognitive Science

Honors: Phi Beta Kappa, University Scholar, Magna Cum Laude, Departmental Honors, Graduation Flag Bearer, Dean's List 2009-2011

RESEARCH EXPERIENCE

Researcher, Technologies and Adolescents' Effective Self-Regulation Project **Fall 2013-August 2014**

- Developed survey instrument to analyze how parents and technologies can support teenage ICT use.
- Analyzed study results and authored final white paper for funders from Virgin Media and Parent Zone.

Research Assistant, Oxford Internet Institute **Fall 2013-August 2014**

- Games and Privacy expert on the Institute's Child Protection and Age Verification project.
- Co-authoring papers on impact of children's gameplay on behavior and academic growth.
- Leader of Citizen Science working group. Use interviews and content analysis to determine motives to participate in crowdsourcing.

Google Policy Fellowship **Summer 2010**

- 1 of 3 undergraduates accepted into Google's graduate fellowship for students interested in technology policy. The fellowship (3% acceptance rate) is given to 17 students annually.
- Produced a 60-page analysis on how the modern Latin American mobile market was shaped by the conditions of telecommunications privatization at the turn of the 21st century. My report was used by Google and the Technology Policy Institute to advance the public discourse on broadband distribution.

Consulting Research Experience

- New Media and the Publishing Industry Fall 2009
  - United Barnes & Noble, bestselling authors, and academic researchers' concerns for e-reading.
- Digital Distance Learning at the Philadelphia Museum of Art Fall 2008
  - Designed strategies to grow the PMA's digital distance learning and increase its educational subscribers.

University Scholars: Honors Research Society **Fall 2007-Spring 2011**

- Middle School Girls and Computer Use Spring 2009-2011
  - Examined how middle school girls use computers and ways to interest them in computer science.
  - Designed and evaluated hypotheses at outreach events.

- Online Community Use in Children 6-12 Fall 2009
  - Analyzed how online communities for children try to control online experiences and how children create their own usage schemas.
- Developing Trust in Online Interactions Summer 2009
  - Received University Scholars grant to research why users trust certain websites and online interactions.

Senior Honors Thesis **Fall 2010**

- Social Networks and Online Shopping
  - Assessed how e-commerce websites attempt to turn e-shopping into a social experience. Identified tools that augment user engagement, engender trust, and enable organic browsing experiences.

WORK EXPERIENCE

Games Product Owner, Amplify Education, News Corp **Fall 2011-Winter 2012**

- Developed strategy, educational pedagogy, and game mechanics behind new game-based school curriculum.
- Created and ran bi-weekly student play-testing process. Integrated results into production process.
- Oversaw execution of News Corp's educational game strategy by advising top commercial designers and firms. Managed portfolio of eight game companies and supported their design processes.

Associate Web Producer, Joan Ganz Cooney Center at Sesame Workshop **Fall 2011-Fall 2013**

- Managed logistics and outreach for the 2013 National STEM Video Game Challenge. Invited guest at White House Science Fair.
- Created interactive website content, blog posts, and video content to engage users across web platforms.

Business Development Consultant, E-Line Media **Summer 2011**

- Developed a business plan to create live and online networks around Gamestar Mechanic.
- Produced competitive analysis of companies engaging young women. Strategized adapting competitors' successful efforts for E-Line's educational goals.

Technology Consultant, Quirky **Summer 2011**

- Redesigned Quirky's online product-development process to encourage collaboration, recruit new members, and increase the community's combined effectiveness and simplify product-creation.
- Evaluated web technologies and algorithms cataloguing reliable ways to create ranking systems.

Computer Instructor, Penn GEMS Camp **Summer 2009**

- Developed activities to teach and inspire 6th-8th grade girls on basic computer science concepts. The course focused on problem-solving away from the computer screen.

Teaching Assistant, University of Pennsylvania Computer Science Department **Fall 2008-Spring 2009**

- Taught weekly recitation for introductory computer science class and held office hours.
- Redeveloped interactive lesson plans and homework to illustrate course concepts. Changes are still in use.

Founder and Senior Moderator, Meg Cabot Book Club **Spring 2005-Present**

- With author, developed concept and created online book club for New York Times bestselling writer. The club both increased the author's productivity and sales.
- Launched social movement with other authors adapting their websites to our model. Grew book club to over 25,000 active users.

LEADERSHIP, ACTIVITIES, AND SKILLS

President, AstrOIId **January 2014-September 2014**

- United Galaxy Zoo and the Oxford Internet Institute to catalyze projects on citizen science and education.

Event Coordinator, Oxford Connected Life Conference **January 2014-July 2014**

- Oversaw speaker and event management for the first annual Oxford Internet Research Conference.

President, Women in Computer Science Club, University of Pennsylvania **January 2009-May 2011**

Advancing Women in Engineering Board, University of Pennsylvania **September 2008-May 2011**

Performing Arts Director, After School Arts Program at Penn **Fall 2009-May 2011**

Computer and Technical Skills: Python, Java, Photoshop, HTML, CSS, Unix, SPSS, Stata, PHP. Familiar with JavaScript, git, MySQL.