Karolina Groszewska

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EDUCATION

Vanderbilt University, Nashville, TN
Graduation: May 2024

Majors: Computer Science, Economics / Minor: Spanish
Cumulative GPA: 3.44/4.00

Relevant Coursework: Algorithms, Discrete Structures, Econometric Methods, Intermediate Software Development, Intermediate Microeconomics and Macroeconomics, Programming Languages, Program Design and Data Structures, Strategic Analysis

PROFESSIONAL EXPERIENCE

Vanguard Group
June 2022 – August 2022

Full-stack Application Development Intern

- Worked with Java and Angular while improving personal advisory services as a team member, revamping an existing API, removing unnecessary calls, and streamlining the advisor and client user experience with code in production by the second week
- Utilized Agile, participating in and frequently leading daily stand-ups, planning sessions, and other relevant team meetings
- Scrum leader, front-end developer, and UI/UX designer for the intern project, which created a Spotify dashboard that allows Vanguard listeners to find people in the office with similar music tastes

Vanderbilt University Department of Computer Science, Nashville, TN
August 2021 – Present

Undergraduate Teaching Assistant, EECE 2123 – Digital Systems

- Held office hours, graded students' exams and weekly homework assignments, and aided with classroom instructions for 180 students across 3 classroom sections

Normandy Design Build Remodeling, Hinsdale, IL
June 2020 – August 2021

Software Engineering Intern, Summer 2020 and 2021

- Revamped existing company databases for 30,000 construction codes into Power Apps utilizing Power Automate scripts, to simplify access and dimmish use of out-of-date software
- Modernized construction info access by creating a new document upload tool in SharePoint, linking existing databases to new resources, and aiding with transfer across devices
- Automated COVID-19 check-in protocols for active construction site and office visitors, covering 15,000 unique entries

PROJECTS

Soba
March 2022 - Present

- Social and administrative tool for matching students to potential dormitories using housing statistics, ratings, and reviews with a custom algorithm. Served as product manager and React developer, taking on responsibilities within the team as needed
- Second place winner at the female-led University of Alabama Innovate hackathon

Improving Community and Neighborhood Safety Through Open Data Collection
August 2021 – May 2022

- Full-stack developer on existing open-source software used to collect neighborhood safety data for lost pets and vehicles
- Responsibilities included developing and testing the front-facing application using Ionic, updating test data for demos in local neighborhoods, and collaborating and sometimes leading a team of 7 research assistants

Sexual Assault Center Sign-In
July 2020

- iOS application used to check-in incoming patients, issue relevant paperwork based on the nature of their visit, and simplify backend access and paperwork updates for staff in the only clinic helping survivors in Middle Tennessee
- Created in Swift for use with iPads, utilized Firebase for a user-friendly backend and included a custom-made signature field

Brewed Awakening
March 2020

- Created for a coffee shop run by students with disabilities as an accessibility-friendly alternative to Square, serving 400 orders daily
- Focused on creating larger menus and removing edit capabilities with Swift and collecting sales data using Apple's CoreData

LEADERSHIP

VandyHacks, President, Former Director of Hacker Experience
November 2021 – Present

- Leads a team of 7 directors and 40 members in creating the largest collegiate hackathon in the South, with over 1000 attendees, and an $80,000 budget

Women In Computing, Co-VP of Programming
December 2020 – Present

- Aids in organizing events such as study nights, career panels with professionals, and recruitment efforts in CS courses
- Serves as a moderator for tech discussion and the founder and leader of the Mentorship Program for female underclassmen

Vanderbilt: Programmers of Games (V:Pog), Founding VP and Recruitment Chair
August 2021 – Present

- Organizer and lecturer at workshops, main recruitment contact, and executive board member helping run weekly meetings
- Working on Baby Bear Summer Camp, a game in Unity, which aims to mimic management simulation within a camp setting

SKILLS

Languages: Swift, Java, C++, R, Microsoft Power Fx, Python, JavaScript/Typescript | Polish, English, Spanish

Technologies: Firebase, React, Apple CoreData, Ionic, Angular, Unity, Power Apps