

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

- Implemented necessary launch one functionality for the modernized Angular application, slashed unnecessary calls to legacy services by 10% through changes to Java server, and worked with the rest of the team on features now active in production
- Acquired additional leadership skills by leading team meetings and adhering to Agile principles, increasing team velocity by 20%
- Obtained leadership position in the intern project, organizing the small group and developing the React frontend and Flask backend

Vanderbilt University Department of Computer Science, Nashville, TN

August 2021 – Present

Undergraduate Teaching Assistant, EECE 2123 – Digital Systems

- Selected to update exam and homework rubrics after exceeding expectations in grading and instruction support responsibilities
- Spearheaded system implementation for undergraduate office hours by being the first student to host office hours for the course

Normandy Design Build Remodeling, Hinsdale, IL

June 2020 – August 2021

Software Engineering Intern, Summer 2020 and 2021

- Revamped company databases for 30,000 construction sites with Power Apps and Power Automate, removing legacy software use
- Modernized information access by creating a new document upload tool in SharePoint, allowing easy transfer of 1,000 documents
- 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 using React and MongoDB for matching students to potential dormitories using housing statistics, ratings, and reviews, through a custom algorithm I implemented and designed.
- 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 in MongoDB for demos in local neighborhoods, and collaborating in and sometimes leading meetings for 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 specialized clinic helping assault survivors in Middle Tennessee
- Created in Swift for SAC iPads, I implemented Firebase for a user-friendly data store and a PencilKit signature field

Brewed Awakening

March 2020

- Custom-made accessible point of sales system in Swift for a coffee shop run by students with disabilities serving 400 orders a day
- Created larger menus, removed menu edit capabilities, and displayed exact change to improve barista and supervisor experience

LEADERSHIP

VandyHacks, President, Former Director of Hacker Experience

November 2021 – Present

- Manages all aspects of event execution for a 1,000 attendee hackathon with an \$80,000 budget, leading 7 committees with 50 members through organizing meetings and interacting with corporate sponsors, university executives, and students worldwide
- Successfully expanded a mentorship program as a technical mentor, organizing workshops and individual meetings with mentees

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
- Moderated career technology discussions and shared experiences as incoming intern during summer opportunity panel

Vanderbilt: Programmers of Games (V:Pog), Founding VP and Recruitment Chair

August 2021 – Present

- Delivered a successful Intro to Github with Unity workshop to team members, and led other members in workshop design
- Developer of Baby Bear Summer Camp, a game in Unity, which mimics management simulation within a friendly 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, Flask