

Anders Groeschel

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andersgroeschel.me

Education

Bachelor of Science, Computer Science and Mathematics
University of Maryland

December 2022
College Park, MD

Profile

Graduate of the College of Computer, Mathematics and Natural Sciences at the University of Maryland seeking a position in Software Engineering within a progressive and transformative culture. Advanced skills in AI/Machine Learning and Data Science Solutions. Research interests include 3D Graphics, algorithm design, and programming language theory.

Skills

- PythonPHPJavascriptCC++OcamlRMatlabCoqDartJavaRubyRustHTMLCSSLinuxReact.js
- FlutterGodotPandasNumPyOpenGLGitGitHubDockerStatistical AnalysisProject ManagementExcelGoogle Sheets
- Google SuiteProposal Writing

Projects

Software Engineering
▪ Collaborated within a five person team to create a software application for a client
▪ Consulted with client to better understand project needs, resulting in a paper that analyzed the problem and proposed a solution
▪ Implemented Agile Development practices to ensure the project stayed on track throughout the five week build time
▪ Delivered project to client and received positive feedback, allowing them to deploy the finished project

Covid Case Predictor
▪ Predicted COVID-19 cases based on previous cases, population, and infectable population
▪ Tested three models using residual analysis and selected the best model based on results
▪ Predicted the next month's new cases within 20,000 new cases

Professional Experience

Long Term Computer Science Substitute Teacher
Georgetown Day School
▪ Prepare, Instruct and lead three Advanced Computer Science Courses for 11th and 12th graders; Data Structures and Algorithms, Game Design, and Coding for Social Impact
▪ Design and implement lesson plans for 65-70 minute class meetings emphasizing problem solving and communication skills
▪ Instruct class groups and meet students individually to provide differentiated instruction
▪ Coach six three-student groups with their React projects, students work with community groups to determine a need in the community and work together to address the issue their stakeholder is experiencing
▪ Advise groups on time and resource management to complete a React website

Outdoor Educator
Calleva
▪ Instructor and Facilitator for outdoor adventure programs for children and youth ranging in age from 6 - 16
▪ Supervised and trained staff members in rock climbing, high ropes course, and camp procedures to create a safe and fun experience for all participants
▪ Instructed participants in paddleboarding, rock climbing, white water rafting, and wilderness survival skills
▪ Facilitated outdoor adventure team building experiences for 10 to 18 year olds focusing on communication, group problem solving, and new experiences
▪ Design activities, schedule times, and act as Lead Instructor in development of new TEEN Sampler Program over seven weeks for 12 to 15 year olds

Math Tutor
University of Maryland and Self Employed
▪ Managed in person drop in tutoring sessions for University level Math students. Tutored between one and 12 students at a time per session, explaining concepts, helping to check work and providing positive encouragement to students seeking help in Mathematics
▪ Provided one on one tutoring assistance to students from elementary through college seeking help in person and remotely
▪ Tutoring included various levels of complexity from Elementary Algebra to Calculus and Linear Algebra

Certificates

- Class B CDL
- CPR and First Aid