

# PAULINA GERCHUK

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Passionate and creative final year student, interested in problem-solving and learning new technologies.

## EDUCATION:

**2021-2025:** The University of Edinburgh, BSc (Hons) Computer Science and Artificial Intelligence

**Predicted grade:** 1<sup>st</sup> Class

**Current Classes:** Machine Learning, Computer Graphics, Computer Vision, Human-Computer Interaction, Computing in the Classroom, Honours Dissertation

**Relevant Past Classes:** Natural Language Processing, Algorithms and Data Structures, Data Science, Computer Security, Linear Algebra, Calculus, Discrete Mathematics, 3D Modelling

**2011-2021:** The Lady Eleanor Holles School, London

**A-Levels:** Mathematics (A\*), Further Mathematics (A\*), Computer Science (A\*), Chemistry (A), EPQ (A)

**GCSEs:** Mathematics, English Language, English Language, Biology, Chemistry, Physics, Computer Science, Art, Geography, German, Russian

## EXPERIENCE:



### **Software Development Intern | Warner Bros. Discovery**

**June - August 2024**

- Spent 11 weeks on the iOS Development team, working on the Max streaming service
- Managed agile tasks related to UI components, conducted comprehensive testing, and refactored features, with all implemented solutions now live and utilized by millions of users
- Improved code modularisation and performance
- Performed simulator and on-device testing on the Apple Vision Pro, iPhone, iPad, and Apple TV
- *Skills: iOS Development, Swift, UIKit, Proxyman, Software Testing (Unit, Integration, Snapshot)*



### **Student Support Leader | The University of Edinburgh**

**June 2023 - May 2025**

- Managing a team of tutors who provide first-year students in the School of Informatics with academic and pastoral support
- Organising, scheduling, and advertising multiple weekly sessions, additionally teaching topics outside the curriculum such as Command Line, GitHub, and LaTeX
- *Skills: Leadership, Teaching, Organisation*



### **AR Engineering Intern | Snap Inc.**

**June - September 2022**

- Spent 13 weeks on the Interactive Engineering team, prototyping Augmented Reality experiences using JavaScript on the Lens Studio platform
- Produced a Snapchat Lens enabling indoor navigation through mapping a room with pattern-recognised markers and virtual persistent paths
- Presented and demonstrated my project to AR Engineering team and intern cohort (100+ people)
- *Skills: JavaScript, Augmented Reality Development, UX/UI, Figma, Blender*



### **Hackathon | The University of Edinburgh**

**February 2023**

- Worked in a team, responsible for coding the front-end of a website to display real-time feedback and data analysis during lectures using HTML, CSS, JavaScript
- Won awards for the Inclusivity Challenge and best use of GitHub
- *Skills: Teamwork, Communication, Front-end Development*

## EXTRA-CURRICULAR ACTIVITIES & ACHIEVEMENTS:

- **Informatics Peer Support Tutor** at Edinburgh University, providing peer tutoring sessions and support for first-year students at studying Informatics, 2022/23
- **Head of Sponsorship** at Hoppers (Diversity in Informatics Society), reaching out and collaborating to build relationships and host events with technology companies, 2022/23
- **Head of Social Media and Publicity** at Edinburgh University Surfing and Windsurfing Society, 2022/23
- Piano Grade 8 with Merit, 2018