Academy Update

February was a busy month in the CS Academy! We hosted two virtual field trips, a lunch speaker, and two in-class speakers, and we also partnered with the MAD academy to host another guest speaker! Our SB Tech virtual field trip introduced freshmen and other students enrolled in our introductory classes to a wide variety of careers in tech. Our virtual field trip for more advanced students let students learn about ways to combine computer science with other interests such as medicine, environmental science, and social media. We also got to hear from the SBCC Computer Science Department Chair and some of her students about the impressive opportunities available to students who study CS at SBCC. See the write-ups below to get student perspectives on these events.

This month we also launched our “Face of CS” social media series of posts, which will highlight diverse and important computer scientists. Follow us on Instagram or Facebook to learn more!

Student Work

Students in Designing Software for the Web (DSW) just finished the first unit and are already making impressive and professional-looking websites. Check out their Unit One projects below.*

Kyle Fitton and his group created this website that lets users design the interior of a room.

Blanca Juan Gonzalez, H Miranda, and Diego created this website about nature and the environment.

Julia Martinez and her group created this website about their favorite video games.

Dana Whitney and his group created this recipe catalogue website. If you click on the pictures they will toggle through multiple pictures.

Eric Permé, Timo Williamson, and Kevin created this website about the coding languages they learned so far in the class.

Barrett Collins and his partner created this website that tracks the amount of Super Bowl wins of each NFL team.

*The students named above have chosen how they would like their names listed here.

Recent Events

Lunch speaker

Upcoming Events

4/7 12:45-1:15pm Lunch Speaker: Alum, Evan Heffernan from Fitdigits

Club Meetings

Wednesdays 12:15-1:00 pm Maker's Club
Wednesdays 3:30-4:00 pm Game Development Club
Every other Wednesday 12:15-12:45 pm Girls Who Code
For this lunch guest speaker we had Arielle Kent and Bianca Torres teach us about what it is like working in a software company such as Ontraport. One big takeaway I got from these guest speakers is that collaboration is very important. They explained how their coworkers work together daily even now though Zoom by showing each other how far they have gone with different sections of a project, pointing out potential bugs and mistakes and making recommendations to each other. This makes their results of the project better. One thing I also learned from these guest speakers was that it is never too late to start building on your computer science skills. One example is that one of the guest speakers mentioned that they weren't planning on having this type of career and it wasn't until later in life when she joined a coding bootcamp that she realized she wanted to have a career related to computer science. I'm very grateful for having the opportunity to hear advice from these women working in the computer science field, and I'll be sure to remember these takeaways on my journey as I enter the same field.

--Lesly Cruz Dominguez

**SB Tech Field Trip**

The SB Tech field trip was a new and interesting experience for the students who attended. In total, we had three presentations from three different companies sharing what their day to day in their work life is and what led them to the path they are in now. The presenters shared many things that opened the students' knowledge on the Tech industry. We learned that it's not all about being the best coder with a big degree in the CS field but, and also to have many important life skills like communication and being able to work in a team environment efficiently.

The first company the CS Academy visited was AppFolio. AppFolio is a software company that provides property management software that allows property managers and owners to market, automate and manage tasks related to their apartments, residential properties, commercial property, student housing or other property. Something we learned from a presenter from AppFolio is that communication is an important skill to have if you want to be successful in the tech industry. Employees at AppFolio work in teams of five or more to work together and build or work on their product. As we can see with the example above, communication is an important life skill to have if you want to be successful with a real life example.

The second company the CS Academy visited was Karl Storz Imaging. Karl Storz Imaging designs and manufactures video imaging systems used by medical professionals. The company offers digital imaging systems for use in urology, gynecology, arthroscopy, invasive surgery, research and surgical microscopy, and industrial inspection. Something we learned from a Karl
Storz Imaging presenter was that it’s ok to not know everything. Growth is something that is acquired over time and you don’t have to stress about being the best. You are not expected to get hired and solve all the problems the company has but to do your best and grow to the most possible. There are many opportunities to keep on growing.

The last company the CS Academy visited was Invoca. Their website states “From marketing to sales and eCommerce to CX, Invoca’s active conversation intelligence platform enables revenue teams to create better buying experiences, drive more leads, and increase revenue.” Something we learned from an Invoca presenter was that the tech industry is a really big industry and will only keep growing. With a CS major there are many ranges of jobs you might have not known that one can acquire. The skills you learn can be applied to other jobs/tasks. Do not think of CS as one specific job or occupation but as many.

In summary, the presenters all showed us students the very wide and diverse spectrum of CS related jobs and occupations that there is and will only keep on growing. As we advance into the future, CS related jobs will be more in demand, and it is very interesting solving real world problems with code and facilitating human life.

--Axel Rayos Jimenez

**Silicon Beach/College Bound Field Trip**

Last week, the Computer Science Academy was given the opportunity to learn from experts in computer science from ViQi, The SBCC Computer Science Department, and Snapchat in a three day “virtual field trip.” ViQi is a spin off company from an SBCC project which works with image analysis using machine learning software. With their technology, they are able to have a computer go over months of video, detect and pick out specific objects, and show how often they show up in a matter of seconds. They explained applications for this such as tracking occurrences of bears in an environment, certain objects in human organs, and types of fish in off-shore, oil-rig-based reefs. Students and staff from the SBCC Computer Science Department shared their experiences of what being a computer science major is like. They talked about competitions, clubs, and how and why they chose computer science. On the last day, we met with employees and engineers from Snapchat. They gave us more insight into the professional world of computer science, talking about what it’s like to work at Snapchat, how every task is assigned to its respective division of the company, and how large a role collaboration plays in the process of creating and improving a multi-billion dollar company.

My main takeaways from the experience were realizing that there are many more divisions of computer science than I previously thought, the tremendous applications of computer science in helping to solve everyday problems, and that computer science is more than just sitting behind a computer by yourself coding—it’s collaboration that takes teamwork and the meshing of everyone’s code to create one final product.

--Chris Graner

**Extracurricular Activities**

Below is a summary of the extra-curricular opportunities shared with students via NEO this month.

**UCSB paid summer internship**

UCSB is looking to hire a high school student with experience in computer science to participate in a research internship. The internship is paid and also includes seminars on job skills such as writing a resume. The selected student will work with UCSB faculty and students and will learn
about running experiments, collecting and modeling data, and communicating scientific results. This is a rare opportunity for high school students, and I strongly encourage applying for it. For more information about the internship and to apply, click here. To register for an information session, click here. The deadline to apply is March 15.

Girls Who Code's Summer Immersion Program (SIP)
Who: Students who identify as female, non-binary, or gender non-conforming and are a rising sophomore, junior, or senior
Cost: free (need-based stipends are even available!)
What: SIP is an experience of a lifetime hosted by our corporate partners like AT&T, Goldman Sachs, Disney and more.

- SIP is a 2-week virtual program with staggered rounds throughout the summer.
- Participation is 100% free. We also provide need-based tech access support and need-based stipends of up to $300 for those who qualify.
- Learn how to use HTML, CSS, and Javascript coding skills to make an impact on what matters to you. Not a coder yet? No problem!
- Join a sisterhood of supportive peers and make lifelong friendships!
- Meet women in tech from top corporations like Disney, AT&T, Twitter & more.

For more information and to apply: https://girlswhocode.com/programs/summer-immersion-program

Maven Youth Virtual Workshops and Summer Camps
Who: LGBT+ students and allies who are 14-19 years old
Cost: free
What:
Summer Camps
We will host a game dev camp and a few national camps throughout the summer.

- Beginners are welcome.
- Topics include Python and game engines along with digital art.
- The camps are designed to inspire a career in tech by meeting tech professionals in the industry, learning about tech careers, and learning to build an app or video game.

Virtual Workshops
Virtual workshops provide a safe space for networking, learning, and creating. Workshop topics are posted on the website, and more workshops are added regularly.

For more information and to apply: https://www.mavenyouth.org/ (Virtual workshops are posted regularly, and the summer camp application will be posted in March.)

Los Altos Hacks V
Los Altos Hacks V is a 24-hour virtual high school hackathon taking place on March 20-21. No coding experience is required; there's a place for everyone at our hackathon. Los Altos Hacks will be 100% free, including prizes, swag, mentorship, and much more! For more information, visit www.losaltoshacks.com.

Join our mailing list below to receive updates on Los Altos Hacks V and when to register! https://tinyurl.com/losaltoshacksinfo

Game Development Webcast
DigiPen, an engineering, art, and design school, is hosting a webcast on game development. You can find more information and the RSVP link if you scroll down on this page: https://www.digipen.edu/visit-us/digipen-online-events/online-information-sessions