Employment Application

Summer Institute @ UCF

SI@UCF—Computer Science is an academic summer camp offered through the College of Engineering and Computer Science which runs **weekdays, 8 am—5 pm from June 6th—24th, 2022.** About 30 talented and gifted high school students come to UCF to learn computer programming and concepts of Computer Science. We are looking for Teaching and Lab Assistants to assist during the Institute. Expect a minimum commitment of **30 hours per week** during the three weeks of camp for a guaranteed $1000. An additional $200 will be given pre-camp for your attendance at required trainings and meetings and for your time spent in course prep.

If you have any further questions about the program itself or these positions, please contact Mr. Arup Guha at (321) 663-7749 or see him in HEC 240. Any questions regarding the application process or selection can be directed to the Center for Initiatives in STEM at (407) 823-6230 or stem@ucf.edu. Applications are due by **February 24, 2022** no later than **5pm** to stem@ucf.edu. Formal interviews will take place the following week. *Receipt of an application does not guarantee an interview.*

Qualifications:
Preferred applicants are UCF students with a solid background in computer science. Experience teaching either in an official role at UCF or at summer camp will also be helpful. Applicants must be in good standing at the University of Central Florida and be able to pass a Florida Department of Children and Families Level II background screening.

1. Programming Class Teaching Assistants
The teaching assistant for each course will facilitate recitation sections every morning during the camp, be responsible for grading students' homework submissions and helping in the afternoon lab. The teaching assistant must know all of the course material for their designated course, before the beginning of the camp.

- **Beginner Programming and Game Design (Python and pyGame)**
  For students with little or no prior programming experience and who have not yet completed Algebra II. Students will first learn the basics - data types, variables, arithmetic and Boolean expressions, control structures, etc.
- **Introduction to Programming and Game Design (Python and pyGame)**
  A step up from the Beginner course for students who have completed Algebra II. Students will be introduced to variables, arithmetic expressions, if statements, loops, lists in standard Python as well as game loops, game development concepts, drawing images, simulating movement of objects and object collision in pyGame.
- **Android Development**
  The teaching assistant for the course needs to be familiar with polymorphism, a game loop, OpenGL, Open AL and Android.

2. Lab Assistants
Lab assistants minimally need to be available every afternoon during the camp from 2 – 5 pm and need to have enough familiarity with all three classes to help students work on their assignment for each class.

Common Duties for all Teaching Assistants and Lab Assistants
All teaching and lab assistants will be responsible for various tasks to ensure the smooth running of the camp including: monitoring students in the morning when they arrive, going on field trips, helping run evening activities, taking attendance and helping with logistical issues as they arise during the camp. *Note: You may be hired for a different role than the one you apply for if it's determined that you are the best for that role. Adjustments may be made to responsibilities based on the timing of outside responsibilities of the TAs hired. Every effort will be made to keep the total amount of work for each teaching assistant as equal as possible while adjusting for each individual TAs class schedules.*

Required Trainings/Meetings:
Pre-Camp Meeting with Sponsor: week of March 21
Instructor/TA meetings: Ongoing Spring Semester
First Aid Training: TBA

Summer Institute @ UCF

Name: UCF ID:

Local Address:

City: State: Zip Code:

Home Phone: Cell Phone:

T-shirt size   ❑ Small   ❑ Medium ❑ Large   ❑ X-Large ❑ XX-Large

Knights E-mail (used for all formal communication about the camp):

Alternate E-mail Address (emergency use only):

What is the best method to contact you?

     ❑ Home Number   ❑ Cell Number   ❑ Knights E-mail

Indicate which position you are applying for:

     ❑ Lab Assistant   ❑ Python/pyGame Teaching Assistant

     ❑ Java GUI Teaching Assistant   ❑ Android Development Teaching Assistant

Have you been a TA before? ❑ Yes   ❑ No

If so, which class(es) did you teach and where?

Do you have experience with the Python programming language   ❑ Yes   ❑ No

Do you have experience with PyGame ?   ❑   Yes   ❑ No

Do you have experience with Android Development?   ❑   Yes   ❑ No

If yes for either, what type of experience?

What are your other summer obligations?

Have you had any formal training that would make you qualified for this position?

Are you employed at UCF in another office? ❑ Yes   ❑ No

If so, in which office do you work?

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Please indicate your academic standing as of the end of the current semester:

❑ Yr. 1   ❑ Yr. 2   ❑ Yr. 3   ❑ Yr. 4   ❑ Yr. 5+   ❑ Graduate Student

What is your major(s)?

What is your minor(s)?

Anticipated degree:

Scholastic honors:

List your extracurricular involvement:

What is your cumulative UCF GPA?

What is your cumulative Major GPA?

List any courses planned for Summer 2022 at UCF or elsewhere (with times, if available):

Course 1:

Course 2:

Additional Courses:

For Section IV: Essays
Please complete the following questions and attach your typed responses,
one question per page.

1. What three characteristics do you possess that would qualify you for this position?

2. Name one concept you feel beginning computer science students have difficulty understanding. Give one idea of how you would explain that concept.

END OF APPLICATION

Please attach a current <u>resume</u> to this application and return both to:
stem@ucf.edu
By <u>February 24, 2022</u> by <u>5pm</u>