

Outstanding Chapter Activities

Missouri University of Science and Technology ACM Chapter

500 West 15th Street, 325 Computer Science Bldg., Rolla, MO 65409

President: Sammie Bush – slbnmc@mst.edu

Faculty Sponsor: Ricardo Morales – ricardom@mst.edu

Number of members: 100+

Computer science students: 700+

**Majors in ACM: Math, Computer Science, Computer Engineering,
Electrical Engineering, Information Science Technology**

Website: <https://acm.mst.edu>

We have a number of sub-organizations, called Special Interest Groups (SIGs). Currently we have six SIGs: SIG-Game, SIG-Security, SIG-Competition, SIG.com, SIG-Tutor, and SIG-Lounge.

SIG-Game is our game creation SIG. They host MegaMiner, an artificial intelligence (AI) gaming competition, which regularly attracts hundreds of attendees each semester. Missouri university students, employers (such as: Tradebot, Bats, Garmin, NISC, and Google), and alumni form teams of up to three participants with the goal of creating the most effective AI during a 24 hour competition. These AIs compete in a game developed and designed on campus by SIG-Game. Every semester, dozens of students in SIG-Game bring to life an entirely new game from the ground up.

SIG-Security is our security-focused special interest group. Their mission is to help develop the cybersecurity profession for the student body of Missouri University of Science and Technology by sponsoring high-quality workshops and lectures from both local and national industry professionals, as well as hosting on-campus security events and competitions. SIG-Security brings in cybersecurity professionals such as the head red teamer of Walmart, Tim MalcomVetter, and William Atkins from Sandia National Laboratories. These speakers talk about a variety of subjects, such as setting up a secure wireless network and about software vulnerabilities.

SIG-Competition competes in programming competitions. Our biggest competition is ICPC, which is an international coding competition. To prepare for this, member's complete weekly programming assignments from websites such as open.kattis and uva.onlinejudge. One of our

members recently jumped to 6th in the world on open.kattis, moving the university to 2nd in the United States on the site.

Starting this year, we created three new SIGs: SIG-DotCom, SIG-Tutor, and SIG-Lounge. SIG-DotCom is responsible for creating the ACM website. SIG-DotCom promotes students to learn the cutting edge in web design and receive first hand experience in website creation. SIG-Tutor's goal is to create tutoring sessions to help students in upper level computer science classes prepare for tests. SIG-Lounge is responsible for upkeep of the ACM arcade machine and soda machine that are located in the Computer Science Lounge.

ACM general's task is to do technical talks. We often bring in employers from a variety of businesses to either promote their business and help students find jobs or to give technical talks to further student's skills. Students are able to give talks as well. These talks can range from web development talks such as Ruby On Rails, to programming talks on Python and much more.

In addition, ACM general holds a Career Fair Dinner every semester on the night of the career fair. This event is usually held at Alex's Pizza and is free to students. We invite a variety of companies that hire computer scientist such as: Garmin, BATS, Cerner, Graybar, Union Pacific, Sandia National Laboratories, Los Alamos National Lab, and many more.

At the end of every semester, on the Friday of dead week, we host MinerLAN, which is a social event that brings students out of their study cocoons to relax before finals with a LAN party.