

UNIVERSITY OF TEXAS/SAN ANTONIO ACM STUDENT CHAPTER

CHAPTER DETAILS

Computer Science Department at The University of Texas at San Antonio
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ABOUT THE CHAPTER AND THE UNIVERSITY

The majority of our members are Computer Science majors and there are approximately 400 students studying Computer Science at UTSA. Our total unique membership is currently 57 members.

The University of Texas at San Antonio, commonly referred to as UTSA, is a school with a very diverse population. With that diversity comes a great diversity of thought. At UTSA we use that to our advantage and utilize those perspectives to provide the best possible experiences for students. The Department of Computer Science has a good standing reputation with those in the field and those who are a part of it. ACM at UTSA is fortunate to have such great resources at our disposal. We understand that we are provided opportunities and supported in ways that not all chapters can be. Because of that, we do our best to serve the students that we can.

ACM UTSA, the more common name for our chapter, is much younger than a great deal of its brother and sister chapters around the globe, but we have made great strides in a short amount of time. ACM UTSA was founded on the principle of helping people academically, technically, professionally, and socially. We set out to build a strong community of our peers and a network of professionals in the industry that are all bound together in pursuit of a noble cause which entails helping the youth of today become the great leaders of tomorrow.

OUTSTANDING CHAPTER ACTIVITIES

SPEAKER SERIES

Our Speaker Series allows us to bring in industry leaders to hear about the kind of work they are doing and how they got to where they are now. These large companies provide great insight to the 30 or so members who attend them.

WORKSHOPS: RESUME, VIM, GIT, PYTHON, WEB DEV, ETC.

Throughout the year, ACM UTSA hosts a variety of workshops that vary in their purpose, as some are technical and some serve to help members with their professional goals. Our language of choice for the 2016-2017 year was Python as it is a versatile language that is of great interest to new programmers. We consistently had good attendance with about 30 members attending each.

HACKNIGHTS

Our HackNights were an embodiment of the goal to get our members involved in side projects of their own. We found that our 40 or so members in attendance loved it. It allowed them an avenue to pick and learn new technologies, frameworks, and even techniques for programming.

GRACE HOPPER CELEBRATION

ACM was fortunate enough to have a handful of our members receive sponsorship to attend the 2016 Grace Hopper Celebration. They heard from and got to meet like-minded women who have started out where our members are now and achieve great feats.

ACM ICPC

2016 was our first year to start an ICPC team to send to regionals. We sent a team of 3 and an alternate who placed 15th overall in our region and have since practicing regularly. We have around 10 competitors that attend our weekly ICPC practices and have found that it only strengthens their knowledge of data structures and algorithms.

ACM-W UTSA

ACM was lucky enough to have members that felt inspired by our goal and set out on a journey of their own. ACM-W UTSA was born and became another powerful force at UTSA that could reach out and change the lives of the members they touched. Their membership became complimentary to ACM UTSA's and together we now are able to impact even more students than before.

ACM/ACM-W POTLUCK: A BYTE TO EAT

A Byte to Eat was actually a joint social hosted by our newly-formed sister chapter. We had around 25 people who attended the potluck all bringing different foods and desserts

GAMENIGHTS

GameNights are also co-organized events between ACM and ACM-W. We provided various types of board games and encouraged our members to bring games of their own that they liked and thought that others would also enjoy. We had about 30 people in attendance for our first GameNight.

ROWDYHACKS 2017

RowdyHacks 2017 was our second annual hackathon born from ACM UTSA. The first originated in last academic year with our original ACM UTSA leadership. Just in our first iteration of the event, we had almost 100 students in attendance. This allows us to employ a different form of programming competition outside of ICPC. Through this hackathon, we encourage members to team up and build a project that they have always wanted to.