

ACM WĀNAOA 2024



An inside look into ACM

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ABOUT US



Association for Computing Machinery

Mission:

ACM Manoa creates opportunities at UH Manoa to forge connections between students and Hawaii's burgeoning IT industry.

Vision:

Empowering every UH Manoa Information & Computer Science graduate to thrive in Hawaii's IT industry.

Fulfilling Three Pillars of Excellence



1

SOCIAL ENRICHMENT

We recognize that holistic development encompasses not only technical acumen but also strong interpersonal skills. Our meticulously curated social events serve as incubators for meaningful relationships and unforgettable experiences, creating a supportive network that lasts beyond academia.

2

PROFESSIONAL DEVELOPMENT

In today's hyper-connected world, it is imperative to forge links with industry stalwarts. ACManoa strives to provide a direct conduit for members to connect with professionals in the local and global tech community. Through seminars, workshops, and networking events, we facilitate mentorship and open doors to a world of career possibilities.

3

TECHNICAL EXCELLENCE

In an ever-evolving field like computer science, proficiency in the latest technologies is indispensable. ACManoa is committed to fostering technical prowess through hands-on workshops, coding challenges, and innovation sessions. Our mentors, with their wealth of experience, guide members towards mastery of cutting-edge technologies.

UH Mānoa students won **2nd place** at the international 2022 Meteor Hackathon, beating 94 other teams.

UH Mānoa students placed **3rd place** in the NIH AIM-AHEAD 2023 Health Equity Data Challenge.

The **top three team winners** for the 2022 Hawai‘i Annual Code Challenge were UH Mānoa students, beating out all other collegial institutions in the state!



800+



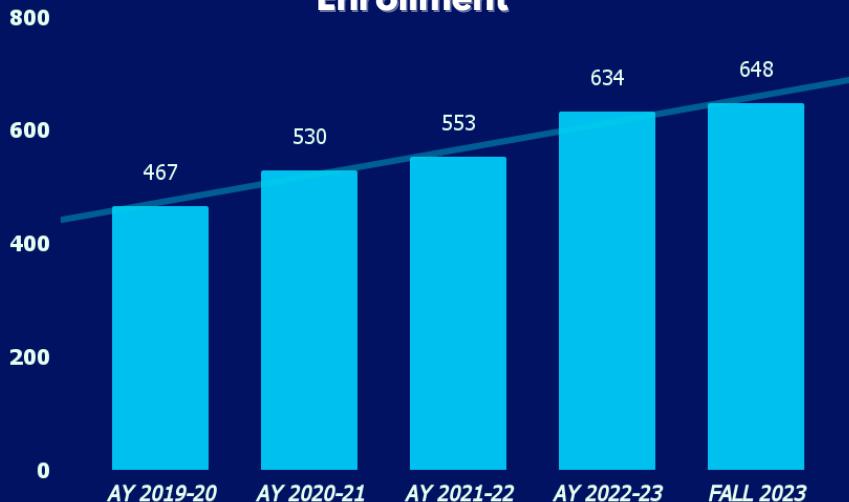
UH Mānoa's Department of Information & Computer Sciences houses **800+** **undergraduate and graduate students**. Our department produces the largest amount of TECH professionals for the State of Hawai‘i and one the largest in the Pacific Region.

UH Mānoa is the **birthplace of the Wireless Network!** The first professional wireless network was developed under the brand **ALOHA****Net** in 1971 and became the grandfather of Wireless Connection as well as the precursor to the internet.

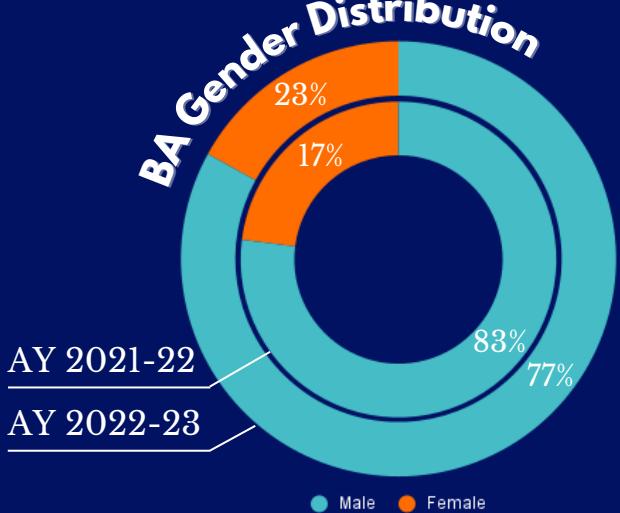


Demographics

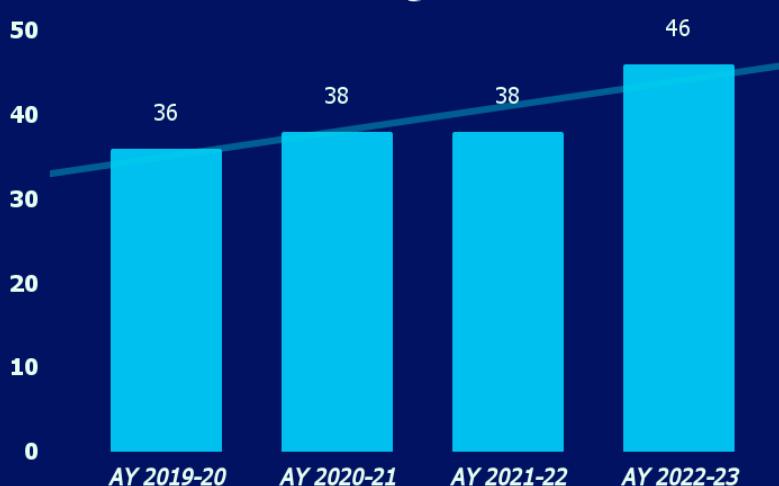
ICS Bachelor of Science Undergraduate Enrollment



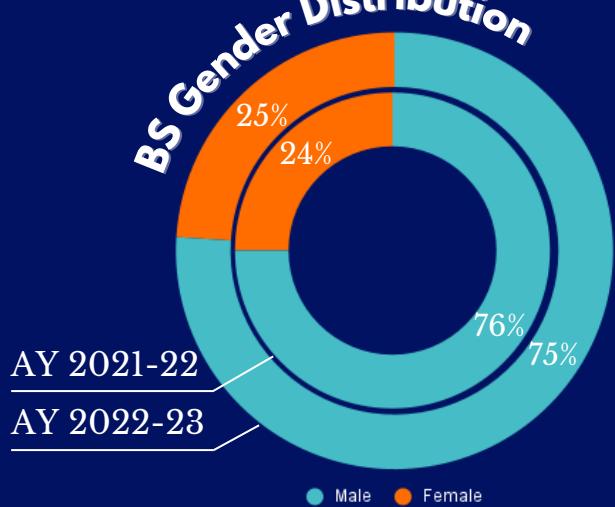
BA Gender Distribution



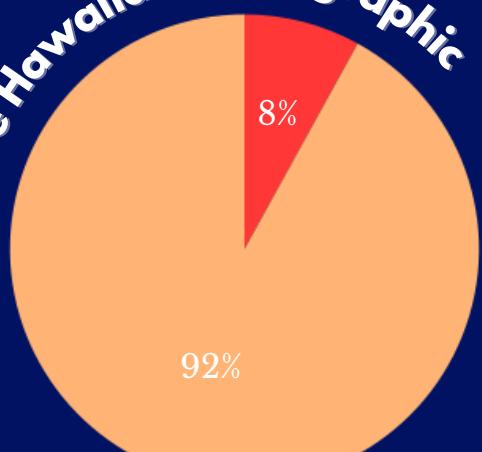
ICS Master's Degree Enrollment



BS Gender Distribution

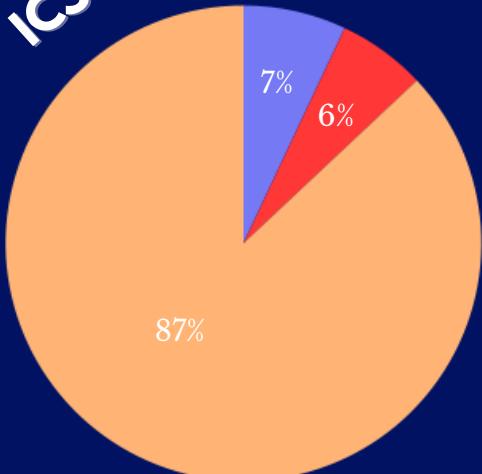


Native Hawaiian Demographic



● Native Hawaiian ● Non-Native Hawaiian

ICS Tracks



● Data Science ● Security Science ● General

LEADERSHIP

Meet the team behind the magic!



Kana'i Gooding

ACM President



Kyla Lee

ACM Vice-President & Chief of Staff



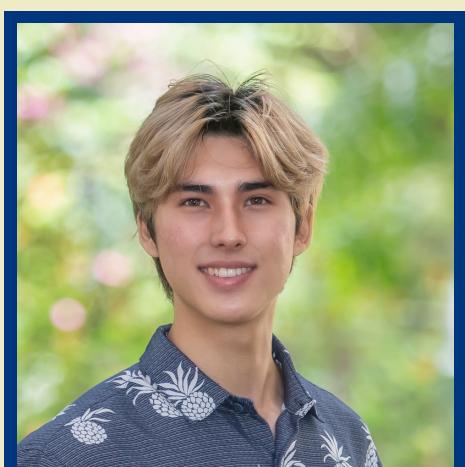
Mahie Crabbe
PR & Marketing Director



William Evers-Hood
Operations Director



Prayag Das
Technology & Innovation Director



Vincent Grillo
Personnel, Administration, & Finance Director



Ace Reyes
Logistics, Facilities, & Security Director

ACM Staff

Operations & Events Team:

David Rickards - Event Coordinator
Erick Orozco - Event Coordinator
Jarren Seson - Event Coordinator
Katelyn Crouch - Event Coordinator
Liliana Royer - Event Coordinator
Seri Nakamura - Event Coordinator
Timothy Lum - Event Coordinator
Pauline Wu - Outreach Program Manager

Technology Team:

Eddie Jeon - Server Admin & Web Master
James Haku Yamada - Technical Project Manager

PR & Marketing Team:

Jia Liao - Marketing Manager
Roma Malasarte - Marketing Manager

Logistics, Facilities, & Security Team:

Yong-Sung Masuda - Logistics, Facilities, & Security

Finance Team:

Shade Matsumoto - Personnel, Administration & Finance Specialist

Special Interest Group Leadership

PANDA

Alyssia Chen - President
Vincent Chan - Vice-President
Rob Godfrey - Head Officer
Yong-Sung Masuda - Head Officer
Ethan Chung - Officer
Eddie Jeon - Officer
Anson Leung - Officer
Michael Nakagawa - Officer
Elijah Saloma - Officer
Brian Shu - Officer
Anthony Peruma - Faculty Advisor

GREY HATS

Jake Imanaka - Chairperson
Ethan Morrell - Vice Chairperson
Aaron Ancheta - Officer
Jordan Calanto - Officer
Aris Carlos - Officer
Lily Enanoria - Officer
Hubert Liang - Officer
Seri Nakamura - Officer
Wilson Tran - Officer
Pauline Wu - Officer

ICSPARK

Timothy Huo - President
Xavier Burt - Vice-President
Michael Jake Sumaylo - Lecturer
Briana Lee - Marketing Officer
Sydnee You - Communications Officer
Charlie Shackford - Faculty Advisor

GAMEDEV

Brandi Wakashige - President
Zoe Nadolski - Vice-President
Coen Bracilano - Music Officer
Jia Liao - Coding Officer
Anne Di Martino - Art Officer
Christopher Oki - Marketing Officer

SWITCH

Chelsea Nguyen - President
Jing Zheng - VP of Communications
Roma Malasarte - VP of Marketing
Pauline Wu - VP of External Affairs
Kayla Yanos - Fundraising Director
Tammy Guo - Events Chair
Seri Nakamura - Board Member
Katy Tarrit Mirakhorli - Faculty Advisor

BALLROOM

Ravi Narayan - President
Gregory Snyder - Vice-President
Sydney Kim - Secretary
Alyssia Chen - Marketing Officer
Michealla Villaneuva - Comms Officer
Yong-Sung Masuda - Treasurer

SIGs

Special Interest Groups

Grey Hats



WHAT IS GREY HATS?

Grey Hats is a domain for learning about cybersecurity and practicing tools for offensive and defensive skills. We explore topics such as exploitation and privilege escalation, providing a collaborative space of interactive activities for students of all levels of experience.



REAL-WORLD SKILLS

Grey Hats meetings provide an opportunity to learn real-world skills in cybersecurity within a community. In addition to learning the fundamentals, students are able to dive into advanced techniques and strategies used by professionals. Members apply the skills they learn in the Grey Hats meetings at cybersecurity competitions.



MAJOR ACCOMPLISHMENTS

- Grey Hats currently has an average of 25 students participating per meeting Weekly meetings alternating between presentations and lab sessions, to practice the skills learned in the presentations.
- Weekly Topics: such as Reverse Engineering, Password Cracking, Web App Penetration, Cryptography, and more.
- Grey Hats participates in cyber competitions regularly including National Collegiate Cyber Defense Competition (CCDC), National Cyber League (NCL), and Hivestorm.



PANDA

WHAT IS PANDA?



PANDA (Programming AND Algorithms) is a special interest group dedicated to studying and applying algorithms. PANDA aims to help students develop the algorithmic problem-solving skills needed to succeed in the field of computer science.



PRACTICE MAKES PERFECT!

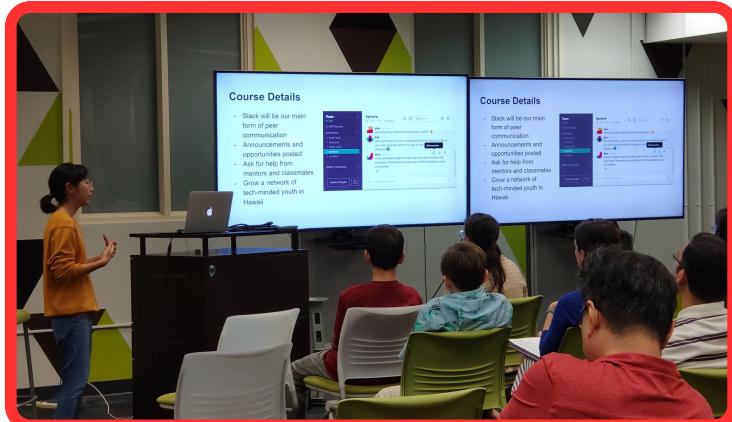


PANDA holds weekly meetings dedicated to solving algorithm problems similar to those used in technical job interviews. Moreover, PANDA also holds career development presentations, provide mock interviewing opportunities, and this year PANDA is introducing a team where students will be mentored and partake in national/international competitive programming contests.

MAJOR ACCOMPLISHMENTS

- FALL 2023 PANDA had ~35 students per meeting
- Topics covered: Arrays, Linked Lists, Stacks and Queues, Trees, Binary Search Trees, Heaps and Sorts, Recursion, Hash Table, and Bits
- Discord server currently hosts 430 people, comprised of students, alumni, and faculty interested in programming and algorithms
- Recently created a **COMPETITIVE PROGRAMMING TEAM**

ICSpark



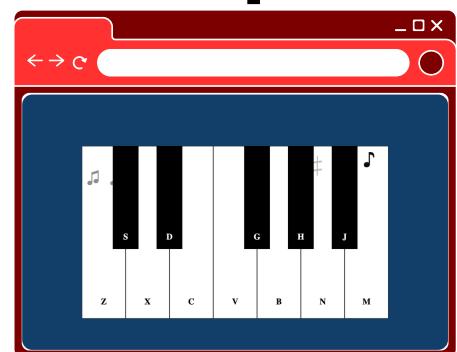
WHAT IS ICSPARK?

ICSpark provides free weekly coding classes and computer science mentorship to youth. The program is driven by a talented computer science and engineering undergraduate students looking to give back to their community.

FINDING A SPARK

ICSpark's mission is to provide motivated 6-12th graders coding classes. Classes provide students a non-intimidating environment to learn and access to mentorship. They are interactive and project-based, the final project being a website.

STUDENT WEBSITE EXAMPLES



MAJOR ACCOMPLISHMENTS

- Part of TORCH(Technology Outreach Hawaii), a 501c3 non-profit organization promoting technology education in Hawaii
- 93% student satisfaction (2021-2022)
- Since 2022, ICSpark has mentored 38 students

Game Dev

WHAT IS GAME DEV?

The Game Development club is dedicated to the design and development of video games, particularly for game jams. It is a place for students to meet people and practice or learn skills in art, writing, coding, and sound.



Chronoblade (S22)

A screenshot from the game Chronoblade. The scene is dark with red glowing geometric shapes and particles. A character is visible in the foreground, possibly interacting with these elements. A QR code is located in the top right corner of the image frame.

Lumbris(S23)

A screenshot from the game Lumbris. The character is in a dark, industrial setting with pipes, valves, and glowing red elements. A QR code is located in the top right corner of the image frame.

Death&Saxes(F23)

A screenshot from the game Death&Saxes. The character is in a dark, stone-walled environment with a lit torch. A UI element at the bottom says "PRESS AND HOLD 'Z' ON YOUR KEYBOARD TO PLAY A NOTE.". A QR code is located in the top right corner of the image frame.

GAME DEVELOPMENT PIPELINE

Game Dev provides students the opportunity to build a game from concept to completion. Every game created is all student-made, from art assets to sound design and code. Each game is made in part for a game jam, an event in which you complete a game under a time constraint. They also hold student-led workshops and tutorials, previously covering Unity, Unreal Engine, and Maya.

MAJOR ACCOMPLISHMENTS

- In the past two years, Game Dev has participated in 12 game jams, with teams ranging in size of 5-15.
- Their server hosts 475 people including students, staff, and professionals in the field
- They host ~25 students per weekly meeting.
- Coordinate speaker events with game design professionals, as well as provide student-led workshops and tutorials

Ballroom Dance

WHAT IS BALLROOM DANCE?

The Ballroom Dance Club is dedicated to improving the health of students through various dances such as Waltz, Cha-cha, Tango, and more. Founded in the Computer Science department, they provide an avenue for improving the communication and soft skills of students in an enjoyable setting, while helping them build confidence and relationships with other students.



STUNNING MOVES!

Ballroom Dance holds weekly meetings to teach students steps and technique, as well as train for future performances and competitions. Above all, they value the communication from dance sport competition and promote building social and team skills. Unlike a team project where one student may do 90% of the work for the entire team, ballroom partners must have a 50-50 division of responsibility to be successful. Physical, emotional and social differences must be overcome through communication, patience and flexibility in order to accomplish the common goal of winning the competition.

MAJOR ACCOMPLISHMENTS

- Weekly attendance is over 50 students.
- Participated in three performances since Summer, with three planned this Fall.
- Represented UHM at state ballroom dance competitions such as Hawaii Star Ball and Aloha Ball, with plans to participate in the U.S. Collegiate Nationals

SWITCH



girls who
code



SUPPORTING WOMEN

SWITCH regularly collaborates with the Girls Scouts of Hawaii to teach over 50 young girls about the importance of STEM, thereby inspiring the next generation of engineers and scientists. We also hold multiple social events throughout the year in order to create a sense of community and to develop strong supportive networks with their peers in various majors.



WHAT IS SWITCH?

SWITCH stands for Supporting Women in Information Technology and Computing Hawaii and is part of ACM-W and GirlsWhoCode. Their mission is to support women and minorities while building a sense of community through our professional, social, and personal development events.



MAJOR ACCOMPLISHMENTS

- Initiated a yearly outreach event "Supporting Girls in STEM day", where they invite Girl Scouts aged 8-10 to engage in a educational day of hands-on STEM activities
- Coordinate speaker events with industry professionals

SPONSORSHIPS

SIG Sponsorship Opportunities

Team Sponsorship Opportunities



General Club Sponsorship Options:

Available across all SIGs: Game Dev, Grey Hats, ICSpark, PANDA, and SWITCH. Choose a level and SIG that aligns with your brand to showcase your support and engage with our vibrant tech communities

Platinum Sponsor - \$2000

Sponsorship Benefits:

- Logo on club shirts and materials.
- Mention in all club-related events and competitions.
- Opportunity to present a workshop or session on algorithms.

Gold Sponsor - \$500

Sponsorship Benefits:

- Logo on club promotional materials.
- Mention during select club events.



Note: All sponsorship packages can be adjusted based on negotiations, specific requirements, and club activities

Interested in donating to ICSpark? Visit www.hitorch.org

Team Sponsorships:

Pen Testing Team - \$2000

Sponsorship Benefits

- Logo on team shirt and equipment
- Mention in all team press releases and events
- Opportunity for product placement during team sessions
 - *Duration 1 year

CCDC Competition Team - \$2000

Sponsorship Benefits

- Coach provided by the sponsoring company (can be an employee with relevant expertise).
- Logo on team shirts and equipment.
- Mention in all team press releases, events, and competition materials.
 - *Duration 1 year

Competitive Programming Team - \$2000

Sponsorship Benefits

- Logo on team shirts and materials.
- Mention in all team press releases and competitions.
 - *Duration 1 year

*Note: All sponsorship packages can be adjusted based on negotiations, specific requirements, and club activities.



