

**Welcome to the  
Part Time Software  
Development Bootcamp!**

**Upright**

Bridging College and Careers





**Welcome!**

**We're glad to meet *you!***

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# Kate Lockhart

Lead SDB Instructor



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# Conor Shields

Teaching Assistant





# Scott Gilby

Teaching Assistant





# lan MacKenzie

Teaching Assistant



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# Morgan Walker

Career Services Manager





# Career Services

We know that the ultimate goal for Bootcamp graduates is a **NEW CAREER** that is more fulfilling and higher paying! That is why we've designed practical experiences that develop students' professional demeanor, aptitude, identity, and career goals.

## Career Services Course in LMS

Completing the Career Services course in the LMS is mandatory. While it is self-paced, you must complete it by the end of your bootcamp in order to graduate. Please watch correlating career session courses first prior to scheduling a 1:1 career coaching session for a related topic. For example, if you want to conduct career exploration in your first 1:1, please watch the "Career Pathways" career session in the LMS first. Also please take time to review all resources attached to each career session as well.

## 1:1 Career Coaching

You have unlimited access to 1:1 career coaching sessions. You can begin these as soon as next week, or whenever you'd like. Please use the scheduling link listed in "Contact Info" in the Career Services course in the LMS. If you cannot make a scheduled 1:1, please let Career Services know at least one hour prior to your meeting. 3+ unexcused meeting no-shows will result in you not receiving Career Services.





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## Prentus

Prentus is your new job-search platform! Within Prentus, you can explore jobs with our Employer Network, other entry-level tech positions in the industry, track your job applications, network with thousands of people in the bootcamp community, leverage resources, and much more.

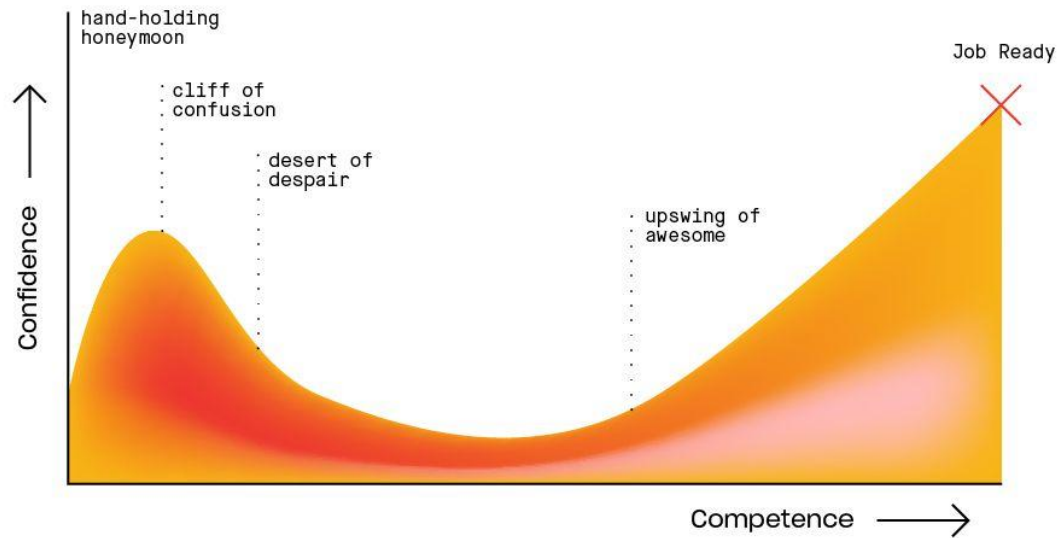
## Guest Speakers

We have Guest Speakers every Wednesday at 12:30PM EST via Zoom. Guest Speakers range in all experience levels and have many different kinds of jobs at many different kinds of companies. This is a great opportunity to network with industry professionals, do career exploration, ask questions, and learn about real technical environments. While these are not mandatory, we encourage you to attend as much as you can!



Course

Expectations



Source:

<https://www.thinkful.com/blog/why-learning-to-code-is-so-damn-hard/>



# Academic Honesty

- ✓ Collaboration on assignments and projects is encouraged
- ✓ Drawing inspiration from content on the internet is encouraged
- ✓ The use of ChatGPT to explain code snippets is permissible
- ✗ Copy pasting large sections of content from the internet is plagiarism
- ✗ The use of ChatGPT to build out any content is prohibited
- ✗ Taking credit for another students work is plagiarism



## Project Submissions

- ✓ Projects are released at the start or midway through the unit.
- ✓ Projects will be due a week after the unit's completion, meaning each project will have multiple weeks of opportunity to complete.
- Due dates are important. It's how we track your progress and provide guidance where needed. If a project still has not been submitted a week after its initial due date it is grounds for participant withdrawal.
- ✓ Consult the Withdrawal Policy for additional information.







## Project Resubmissions

- ✓ Each project has an opportunity for resubmission.
- ✓ Projects have to be turned in on time by/on the due date to qualify for resubmission opportunities.
- ✓ Projects can be resubmitted any number of times until the project is of a passing standard as long as changes and corrections have been made to its content.
- ✓ Resubmission deadline is 2/22/24, the end of the third to last week of the cohort.



# Attendance

-  Can only miss 2 class/program meetings or fewer.
-  Must have advance approval to miss a class lecture (minimum of one hour prior), otherwise will be noted as unexcused.
-  If you were to fail to attend 2 class meetings without advance approval (considered an unexcused absence), you would be withdrawn.
-  Consult the Withdrawal Policy for additional information.



## Program / Class Session Policies

- ✓ Cameras are expected to be on for the duration of class.
- ✓ You need to have the ability to participate via unmuting to ask questions, use Zoom reactions, and/or communicate via Zoom chat.
- Having your camera off for an extended period of time without notice can be counted as an absence.
- ✓ Having your camera off for short periods of time for personal needs such as restroom breaks or emergencies is understandable. We ask that you communicate these exceptions to your instructor and TA's.





## Schedule

- ✓ Monday, Wednesday, Thursday: 6:00pm - 9:00pm EST
- ✓ September 11th, 2023 - March 7th, 2024
- ✓ Lunch & Learns with special guests from 12:30 to 1:30 on Wednesdays
- ✓ Demo Day: Wednesday March 6th, 2024 6pm - 8pm EST



## Holidays for September '23 Cohort



For holidays occurring on a Monday:

Class will not take place on Monday but on that week's Tuesday.



Thanksgiving Break: 11/20 - 11/24



Christmas / Festivus Break: 12/25 - 12/29



## Course Highlights



**Unit 1: HTML/CSS**



**Unit 2: JavaScript Fundamentals**



**Unit 3: JavaScript Data Structures**



**Unit 4: Web API's**



**Unit 5: Server & Databases**



**Unit 6: React**



**Capstone**



## Course Projects

✓ **HTML/CSS Developer Portfolio**

✓ **Online Store Functionality**

✓ **Storefront Application**

✓ **Capstone Server**

✓ **Capstone Client**

✓ **Capstone Presentation**



# Question & Answer Time



## Installs & Actions to Complete Before Day 2



Zoom



Visual Studio Code



Discord & Discord User Profile



Google Chrome or Firefox



Git



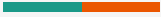
Node.js



GitHub User Profile



Replit User Profile, Join Team



**Here's to a  
great  
course!**

