Role Types

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Curriculum Engineer

Role Summary: A Curriculum Engineer designs and develops educational courses and materials tailored to meet specific learning outcomes. This role involves understanding educational needs, aligning curriculum with industry standards, and integrating effective pedagogical strategies.

Key Responsibilities:

- Design and develop curriculum frameworks for various educational programs.
- Collaborate with industry experts and educational stakeholders to ensure relevancy and rigor.
- Evaluate and iterate on curriculum based on feedback and educational outcomes.
- Incorporate the latest educational technologies and methodologies into curriculum design.
- Ensure alignment with accreditation standards and learning objectives.
- ****Depending on the bootcamp you apply for****
    - Understand fundamental computer science principles.
    - Achieve confidence in programming with C++ for basic applications.
    - Utilize personal expertise to create tailored educational content and courses.
    - Master frameworks and methodologies including Scrum, Agile, and Lean Six Sigma for effective IT management.
    - Develop skills in using game development tools such as Unreal Engine, C++, and Blendr.
    - Revamp professional online presence across platforms such as LinkedIn, Resume, and GitHub.
    - Understand and implement best practices for professional networking and personal branding.
    - Gain proficiency in key cybersecurity concepts and practices.
    - Prepare to successfully pass the 2024 CompTIA Network+ and Security+ certifications.

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Bootcamp Instructor

Role Summary: Bootcamp Instructors lead intensive training programs, often focusing on specific technical skills, with the aim of equipping students with job-ready capabilities in a short timeframe. **Key Responsibilities:**

- Teach complex concepts in a clear and concise manner to a diverse student base.
- Adapt teaching methods to meet the varying needs of students.
- Develop and deliver course content, including lectures, labs, and projects.
- Monitor and evaluate student progress and provide feedback.
- Stay updated with the latest trends and technologies relevant to the course material.
- Teach classes live and record sessions for asynchronous learning, ensuring all course content is accessible and engaging.
- Emphasis on cybersecurity content delivery and student support in technical areas.

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Course Assistant / Teaching Assistant

Role Summary: Course Assistants or Teaching Assistants support lead instructors by facilitating learning processes, providing additional content help to students, and managing classroom logistics.

Key Responsibilities:

- Assist in the delivery of course content under the supervision of a lead instructor.
- Provide additional support to students through office hours and supplementary sessions.
- Help with grading assignments, quizzes, and exams.
- Manage communications between students and faculty.
- Facilitate discussion groups and interactive sessions.
- Support the instructor by managing student communications, hosting office hours, and grading assessments to enhance the learning experience.
- Emphasis on cybersecurity content delivery and student support in technical areas.

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Bootcamps and Open Roles

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Professional Development Bootcamp (3-day Bootcamp)

Learning Outcomes:

- Revamp professional online presence across platforms such as LinkedIn, Resume, and GitHub.
- Understand and implement best practices for professional networking and personal branding.

Duration: 3 Days

gunnchOS3k MLV Professional Development Curriculum Engineering Application:
https://forms.gle/ujc1r9aS9QABmbQJA

gunnchOS3k MLV Professional Development Course/Teaching Assistant Application:
https://forms.gle/8erw8cEkg9FMUpX66

gunnchOS3k MLV Professional Development Bootcamp Instructor Application:
https://forms.gle/FXvoipeqSq7yV9Uu9

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2nd Annual SCS Bootcamp - 2024 Cybersecurity Edition (31-day Bootcamp)

Learning Outcomes:

- Gain proficiency in key cybersecurity concepts and practices.
- Prepare to successfully pass the 2024 CompTIA Network+ and Security+ certifications.

Duration: 31 Days

gunnchOS3k MLV Cybersecurity Curriculum Engineering Application:
https://forms.gle/qEAN9Hy6whRg5Hwc9

gunnchOS3k MLV 2nd Annual SCS Bootcamp - Cybersecurity Bootcamp Instructor Application
https://forms.gle/hLEcnAmnxCXxiVuK7

gunnchOS3k MLV 2nd Annual SCS Bootcamp - Cybersecurity Course/Teaching Assistant Application:
https://forms.gle/zgVAYT1USEDFarqG8

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Intro to Computer Science C++ Bootcamp [2023 1st Annual SCS Bootcamp Express Edition] (3-week Bootcamp)

Learning Outcomes:

- Understand fundamental computer science principles.
- Achieve confidence in programming with C++ for basic applications.

Duration: 3 Weeks

gunnchOS3k MLV Intro to Computer Science - C++ Curriculum Engineering Application:
https://forms.gle/oskKk4dLH2aPJaEA7

gunnchOS3k MLV Intro to Computer Science - C++ Course/Teaching Assistant Application:
https://forms.gle/9UGzT3ZXbFLJpjde9

gunnchOS3k MLV Intro to Computer Science - C++ Bootcamp Instructor Application
https://forms.gle/hJWTs1ndT6vFpgJ56
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R&D Roles

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Game Development Bootcamp (R&D)

Learning Outcomes:

- Develop skills in using game development tools such as Unreal Engine, C++, and Blender.

Duration: To be determined; research and development phase.

gunnchOS3k MLV Game Development Curriculum Engineering Application:
https://forms.gle/VWZZteMkGrSKGEN86

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Enterprise IT Management Bootcamp (R&D)

Learning Outcomes:

- Master frameworks and methodologies including Scrum, Agile, and Lean Six Sigma for effective IT management.

Duration: To be determined; research and development phase.

gunnchOS3k MLV Enterprise IT Management Curriculum Engineering Application:
https://forms.gle/wZktfs4aDVJgt1p36

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MakeYourOwn Bootcamp (R&D)

Learning Outcomes:

- Utilize personal expertise to create tailored educational content and courses.

Duration: To be determined; based on subject matter depth and breadth.

gunnchOS3k MLV MakeYourOwn Curriculum Engineering Application:
https://forms.gle/Hm69cTguTPLmjk3R8

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