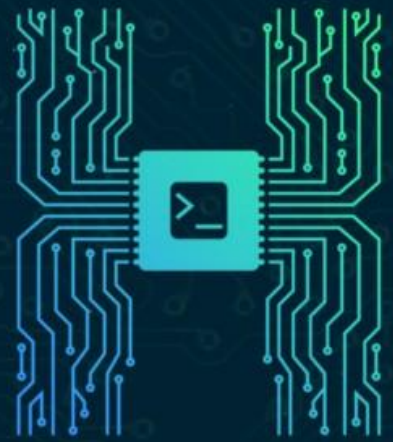

HACK
UPSTATE

CAREERS IN CODE

Community Foundation
Friday, Mar 21, 2019
8:30 am - 9:30 am
careersincode.org

Follow along at

careersincode.org/nonprofit

rundown.

- Our mission
- Program rundown
- Students, instructors, and partners
- Measuring success
- Curriculum overview
- Capstone project overview
- Non-profit partnership capstone overview
- Examples from previous bootcamps
- Process overview

our team.

Jesse Peplinski
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Doug Crescenzi
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Student Success Rep.
Careers in Code
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mission.

Hack Upstate seeks to unite and facilitate collaboration among the greater Upstate NY hacker community. In doing so, we aim to contribute to the growth of Upstate NY's technology sector, and to create a robust network of technologists and regional technology companies.

careers in code.

Careers in Code is a free coding bootcamp that teaches computer programming to women and minorities to help combat poverty in Central NY. We provide students with the technical skills they need to obtain internships and entry level software development jobs with local employers after 24 weeks of instruction.

free? yes, really free.

- Free tuition
- Free 2018 macbook pro
- Free Syracuse CoWorks membership
- Spending stipend for each student
- Student success representative
- Must reside in CNY for 2 years to help boost local economy

applicants // screening process.

- 12 accepted, 43 applied
- 28% acceptance rate
- 8-10 hours - preparatory work
- 2-3 hour - take home technical interview
- Passion, aptitude, and grit

students.

Anna Aombe

Ashwon Johnson

Dakir Thompson

Dana McMullen

Elizabeth Metcalf

Eva Carafa

Jacquat Winfield

Katilyn Warboy

Karin Thorne

Katherine Tortora

Kelly Corey

Timothy Liles

instructors.

Jeff Passetti
Syracuse Univ Professor,
Web Developer

Christy Presler
Web Developer, Raymour
& Flanigan

Zoe Koulouris
Partner, Web Developer,
Upstate Interactive

Jeremy Conn
Web Developer, AXA US

Cashley Saintilus
Web Developer, AXA US

Gus Cost
Software Engineer, Density

Max Matthews
Software Engineer, Tuzag

Jacob Beard
Software Engineer, Density

Joey Buczek
Software Developer,
Raymour & Flanigan

Ryan Gaus
Software Engineer, Density

teaching assistants.

Jennifer Tran

Suket Singh

Joshua Marris

Aditi Shrivastava

Cashley Saintilus

Wesam Shanaa

Linda Kovacs

Pankaj Chandiramani

partners.


The
Tech
Garden


CENTERSTATE
CORPORATION FOR
ECONOMIC OPPORTUNITY


TCGPLAYER.COM


Raymour & Flanigan
FURNITURE | MATTRESSES


METIS
Consulting Group


COVEY

measuring success.

- The percentage of students that complete the full 24 week coding bootcamp
- The percentage of students that obtain jobs and internships as software developers
- The average compensation for students that receive jobs and internships as software developers
- The average increase in annual salary for those who complete the full 24 week coding bootcamp

curriculum overview.

- Module 1: The Development Big Picture
- Module 2: Web Development Fundamentals
- Module 3: Visual Design, Accessibility, Responsive Web Design
- Module 4: Fundamental Programming and Javascript
- Module 5: HTTP & API's, RestFUl APIs, JSON & Ajax
- Module 6: Server-side Javascript with Node.js, Making our own API's
- Module 7: Intro to Databases, Data Modeling with SQL and NoSQL
- Module 8: Infrastructure, Deployment, DevOps
- Module 9: Testing
- Module 10: Authentication & Authorization
- Module 11: Front-end Frameworks Overview, Build Tools, React
- Module 12: Capstone project work & final presentations

capstone project overview.

- Over the duration of the bootcamp, students will create a capstone project on something they are passionate on.
- Full-stack (front-end, back-end, database) application that will be built throughout the 24 weeks of the program.
- Students will write a series of technical blog posts about their project, talk about problems they are solving, and discuss with instructors and their students about what they are building.

touchpoints, demo days, final presentation.

- Touchpoints every ~2-3 weeks
  - Students go around the room and share ideas, thoughts, updates, questions, or concerns, etc on projects
- Two demo days
- One final presentation

student capstone project options.

- Choosing your own problem to solve
  - Pick any project idea that you'd like. Think of a problem that exists today. It can be one that you face on a daily basis, here in our local communities, or a world-wide issue. How can you use code to solve that problem?
- Helping a non-profit or municipality
  - We're currently exploring some local organizations that you can work with to empower their missions by providing website development services to them. Ideas? Thoughts? Let us know!

non-profit capstone overview.

- By looking to partner your organization, we are hoping to provide students with experience, a real-world problem to solve, as well as the ability to help their local communities.
- This capstone project is not a traditional contracting / consulting opportunity, but rather an opportunity for students to learn something over 24 the weeks of our program.
- Our students are not experts & consultants. Instead, they are full of passion and are looking to gain real-world experience in the industry.

nonprofit capstone responsibilities & expectations.

- Students are developing their technical, leadership, and networking skills through a hands on real-world project.
- Students will do their own planning, keep to their own schedules, and set realistic goals and expectations.
- Many of our students are first time developers and it will be the first time working on a project in such a large capacity.
- They will move at a slower pace and we ask for your cooperation as students learn along the way.
- The Careers in Code staff and instructors are largely hands off for this project. We will not supervise the work for each project.
- We expect you to work with and be patient with our students and setup time to ensure that things are running smoothly.

time commitment.

Students

- ~3-6 hours per week

Non-profits / municipalities

- ~2-3 hours per week

Coordinate with our student's schedules and find time to meet at least once or twice a week to help guide and assist them throughout the project

scope of work.

- We expect the student and non-profit will provide a high-level document on the deliverables / expectations / schedule of the project (~1 page)
- Careers in Code staff will review and approve it.
- The scope of work should be realistic to complete in a 24 week period and coincide with where our students are in the curriculum. Assume that every estimate may take ~3-4 times as long with first-timer coders. This will be a first-time experience for many of them.

examples from previous bootcamps.

- https://www.youtube.com/watch?v=ur61LhQU62E
- https://www.youtube.com/watch?v=qZXfeAWXz7E
- https://www.youtube.com/watch?v=astjiT8NTYk
- https://www.youtube.com/watch?v=pDHyBkpODQ0

interested? here's our process.

- Nonprofit sets up meeting with Jesse to discuss the project ideas, questions, etc.
- Nonprofit completes a form to gather contact information, mission, project idea, etc.
    - We don't share / sell / any data you share. It's just to facilitate the process!
- Nonprofit interviews students to find a good fit
- Nonprofit works with the student to establish high-level scope of work, schedule, dates, etc that is realistic within a 24-week period and coincides with the curriculum schedule (i.e. not expecting back-end work when students are only on the front-end unit).
- Jesse reviews and approves the scope of work.
- Nonprofit and student works closely together to ensure success of the project.
- Student presents the project work during our capstone presentations, the week of 8/19.

thanks for your time!

interested? questions? thoughts?

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