# Computer Science Study Lab Tutor/Mentor Application

## Overview

Staffed with tutors and mentors, the [Computer Science Study Lab](http://www.cs.sjsu.edu/faculty/pearce/cssl/) (CSSL) is located in 226 MacQuarrie Hall and is open Monday – Thursday afternoons during the semester.

* CSSL tutors are highly proficient in Java, problem solving, and debugging, preferably with some tutoring, grading, or teaching experience.
* CSSL mentors are mature students able to help new CS/SE majors improve their skills and become involved with the subject, the department, the university, and the possible careers.

## Instructions

Turn in a hardcopy of this completed application to the Computer Science Department Office (MH208) before the announced deadline. Also, submit an email copy to [jon.pearce@sjsu.edu](mailto:jon.pearce@sjsu.edu), subject: cssl application.

## Applicant Information

Desired position: Tutor  Mentor

Last Name: Miller First Name: John

Student ID: 008171969 SSN: 621-38-8074

Email: john.miller@sjsu.edu Phone: 559-740-8087

Major: Computer Science First semester @ SJSU August 2012

Expected graduation date: May 2015 Degree you will receive (BSCS, BSSE, MSCS, etc.): BSCS

Which CS courses have you taken; where, when and what were your grades? Use the back to add more courses.

|  |  |  |  |
| --- | --- | --- | --- |
| **COURSE** | **SEMESTER** | **GRADE** | **WHERE TAKEN** |
| CS46A/100W | Fall 2012 | B+ |  |
| CS46B/47 | Spring 2013 | B+ | SJSU |
| CS49C | Sp/Fall 2010 | A | College of the Sequoias |
| CS144/146/147/151 | Fall 2013 | A- |  |
| CS152/154/159 | Spring 2014 | B |  |
| CS149/158A | Spring 2014 | A- |  |
|  |  |  |  |
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## Availability

With the understanding that class schedules for next semester, which hours do you think you will be available to work next semester? (Ideally you should be available for at least 10 hours.)

|  |  |
| --- | --- |
| **Day** | **Hours (11 AM – 8 PM)** |
| Monday | All Day |
| Tuesday | 2pm-6pm |
| Wednesday | All Day |
| Thursday | None |

## Self Assessment

Knowledge of Java— using objects, classes, interfaces, generics, collections, swing, etc.:

Excellent

Knowledge of object-oriented programming—encapsulation, inheritance, polymorphism, UML, design patterns, etc.:

Good

Ability to solve CS46A/B problems: Excellent

Ability to debug programs: Excellent  
Study skills: Good  
Ability to explain ideas: Good  
Social skills (assuming Sheldon is average): Excellent  
Organizational skills: Excellent  
Ability to distinguish between collaboration and cheating: Average

## Attach a resume or letter highlighting:

* Notable Work Experience—teaching, grading, coding, CEO of IBM ?
* Any other relevant information– passions, hidden skills, honors, goals, not-guilty verdicts?