UWMadisonPGSC-PD



Resources for professional development within the UW-Madison Physics Department

Seminar Series Overview

Rob Morgan

https://rmorgan10.github.io/UWMadisonPGSC-PD/

Purpose of this series

Make professional development accessible to physics graduate students.

Topics

- Professional Academic Websites
- The Job Market for Physics Ph.D.s
- Faculty and Postdoc Career Panel
- Professional Development at UW
- Proposal / Grant Writing
- Science Communication and Policy
- Resumes, CVs, and Interviews

Data Science Topics:

How to not misrepresent your data

Data visualization

Improving code efficiency

Version control

Unit testing

Machine Learning

And more!

Logistics

Seminars will be *roughly* every 2 weeks

Mix of hack weeks and talks depending on topic/demand

Coffee and snacks will be provided at future seminars!

Materials will always be published on the UWMadisonPGSC-PD website

UWMadisonPGSC-PD



Resources for professional development within the UW-Madison Physics Department

/ Fall 2019 Schedule

Meeting Times: Every other Thrusday, 2:30-3:30

/// Session 1: Learn to Build Your Own Website

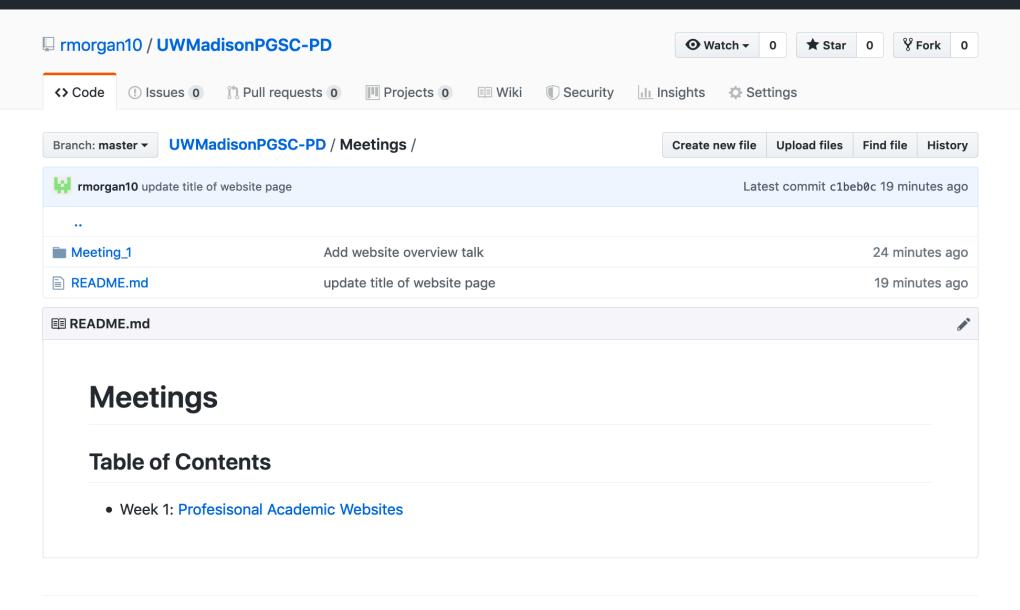
When and Where: September 19, 2019; 2:30-3:30; Room 5310, Chamberlin Hall

Overview: The first PGSC Professional Development Session! We will briefly outline the topics for the semester. There will be a step-by-step walkthrough to create a free, easy-to-use personal website. By the end, everyone will be online!

Prerequisites: Make an account on GitHub before the session.

UWMadisonPGSC-PD is maintained by rmorgan10.

This page was generated by GitHub Pages.



Would you like to contribute?

Do you have training in one of the planned topics? Is there a topic you would like to learn?

Reach out and let me know!

This seminar series is by grad students, for grad students.

Make the most of it by contributing!

Summary

Welcome to the first of many PD seminars!

All information can be found on the UWMadisonPGSC-PD website

https://rmorgan10.github.io/UWMadisonPGSC-PD/

Please contribute to the material if you can!