

Unhackathon

September 5th, 2015

Schedule

| | |
|----------------|--|
| 9:00am | Registration & Breakfast |
| 10:00am | Opening Ceremonies |
| 10:30am | Team Building and Creativity Workshop <i>with Shloka Kini, Technologist + Journalist at Columbia University</i> |
| 11:00am | Hacking Begins |
| 1:00pm | Lunch, Sponsored by Softheon |
| 1:30pm | Tech Talk <i>With Eugene Sayan, Chairman, President, & CEO at Softheon</i> |
| 3:30pm | Ladies Storm Hackathons Meetup |
| 8:00pm | Hacking Ends, Chipotle for dinner! |

Important Information

Unhackathon Slack Team: unhackers.slack.com

*You have been invited by email - if you need help,
ask an organizer!*

Anonymous Incident Reporting: (801) 410-0921

Wifi Password and Bathroom Code: Look on the walls and pillars!

Did another hacker help you debug, refine your idea, gain confidence, or learn a new skill?

*Tell an organizer about it in person or on Slack
- your new friend could get an award!*

The Unhackathon Field Guide September 5, 2015

The Unhackathon Manifesto

Learn and have fun.

Experiment. Try new things: languages, frameworks, libraries, APIs, software development methodologies. Ask questions when you get stuck. Take breaks to recharge and meet new people.

Be kind.

Everyone deserves a wonderful Unhackathon experience. Talk to us if you ever feel uncomfortable or discouraged. Talk to other hackers to make friends - they're even better than swag.

Take care of yourself.

Sleeping isn't a sign of weakness. Eating healthy is encouraged. Hydration is important. We have space to nap, and nourishing, delicious meals. Your brain deserves the best.

Don't be afraid to be different.

Want to make a game instead of an app, or write assembly code instead of JavaScript? Do you feel more inspired with a Wacom tablet than a keyboard? That's great. New to things? Feel free to start small. Want to try something different? We hear Haskell's pretty cool. You'll be most successful if you're doing what you love.

We can't wait to see what you create.

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The Unhackathon Code Of Conduct

Unhackathon and its organizers are committed to providing a welcoming and harassment-free environment for participants of all races, gender identities, sexual orientations, physical abilities, physical appearances, and beliefs.

We've written this code of conduct not because we expect negative behavior from our community – which, based on our applications, is always overwhelmingly kind and civil – but because we believe a clear code of conduct is a necessary part of building a respectful community space.

Please read this Code of Conduct carefully at the beginning of the event, and keep it in mind throughout the day. Should you have any questions, an organizer will be happy to help.

Unhackathon participants agree to...

- **Be considerate in speech and actions, and actively seek to acknowledge and respect the boundaries of fellow attendees.**
- **Refrain from demeaning, discriminatory, or harassing behavior and speech.** Harassment includes, but is not limited to: deliberate intimidation; stalking; unwanted photography or recording; sustained or willful disruption of talks or other events; inappropriate physical contact; use of sexual or discriminatory imagery, comments, or jokes; and unwelcome sexual attention.
- If you feel that someone has harassed you or otherwise treated you inappropriately, please alert any member of the Unhackathon team in person, via the team phone/text line, or via email. As this is a hackathon we like to explicitly note that the hacks created at our hackathon are equally subjective to the anti-harassment policy. Hacks should not involve sexualised images, activities, or other offensive material.
- **Respect the venue.** We are very lucky to have this space at the Centre for Social Innovation. Please be considerate of security. Note that those not participating in Unhackathon are not allowed in the CSI space.
- **Take care of each other.** Alert a member of the Unhackathon team if you notice a dangerous situation, someone in distress, or violations of this code of conduct, even if they seem small.

This Code of Conduct is adapted from the SRCCON Code of Conduct (<http://src-con.org/conduct/>), the Hack Code of Conduct (<http://hackcodeofconduct.org/>), and the Recurse Center's Social Rules (<https://www.recurse.com/manual#sec-environment>). It is licensed CC BY-SA 4.0.

Social Rules

We are also adopting social rules based on the Recurse Center's User Manual. These are guidelines for making expected behavior more well-defined. Few people set out to be unkind or annoying to others, so these social rules help us all to avoid behaviors harmful to a supportive, productive, and fun learning environment.

- **No feigning surprise** - Acting surprised when people don't know something often makes them feel bad and has zero educational benefit.
- **No well-actually's** - A well-actually is when someone explains something in a mostly-correct manner and another person interjects with a minor/irrelevant correction that derails the discussion without helping or clarifying significantly.
- **No back-seat driving** - Lobbing advice across tables or intermittently injecting yourself into conversations is a distracting interruption. We encourage helping each other out - pair programming is one of the best ways to work and learn - but that means only giving advice when it is wanted, and engaging in active discussions rather than passive tips.
- **No subtle -isms** - Racism, sexism, homophobia, transphobia, and other kinds of bias are harmful, even if subtle or unintended. Subtle -isms are small things that make others feel uncomfortable, things that we all sometimes do by mistake. For example, saying "It's so easy my grandmother could do it" is an instance of subtle sexism (not to mention ageism) and should be avoided.

If someone violates these social rules, feel free to point it out to that person. You may also ask an Unhackathon organizer to say something if you're uncomfortable talking to that person yourself. If you are the one responsible for breaking a social rule, just apologize and move forward!

How to Reach Us

Members of the Unhackathon team will be available via voice or text, at **(801) 410-0921**.

If any attendee engages in harassing behavior, the hackathon organizers may take any lawful action we deem appropriate, including but not limited to warning the offender or asking the offender to leave the hackathon. (If you feel you have been unfairly accused of violating this code of conduct, you should contact the Unhackathon team with a concise description of your grievance; any grievances filed will be considered by the entire Unhackathon team.)

We welcome your feedback on this and every other aspect of Unhackathon, and we thank you for working with us to make it a safe, enjoyable, and friendly experience for everyone who participates.

Thank you!

The Unhackathon Team



Hanne Paine, Director

@hanne_paine

First Job: Spaceship Simulator Programmer

Greatest love: Books set on ships and subs.
(Actually, all books)

Guilty Pleasure: *The Great British Bake Off*

Human Languages Studied: 5

Aditya Balwani @adibalwani03

Rocket League Veteran

Favorite Language: Android

Last All Nighter: 9/3-4

Favorite Book: Percy Jackson series

Special Talent: Sleeping in
and missing class



John Daniels @johnsdaniels_

Likes: Things Called "Go"

Dislikes: Daylight Savings Time

Favorite Baked Good: Anything with fruit

Best Value Purchase: IKEA Fixa Toolkit



Robert Xu @robxu9

Sleeps: Way Too Much

Loves: Open Source

"Official" Team Role: Resident Derp

Current Primary OS: Linux



Chris Ogden @c_t_ogden

This picture was taken in: Ogden, UT

Favorite Book: *The Name of the Wind*

Secondary Interest: Civic Tech, Journalism

Favorite Painting: The Scream



Halaa Menasy

Enjoys: Netflix and YouTube

Favorite Series: *Avatar the Last Airbender*

Likes: Web Development

Favorite Food: Trick question, loves all of them.



Reid Horton

Hair: Not Actually This Big Anymore

Cooks: THE BEST hashbrowns

Interested in: Design and Photography

Special Talent: Coming up with band names

THANK YOU
to all our volunteers!

Schedule

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Unhackers on Slack

You have received an invitation to join our Slack team using the email you registered with. If you can't find it, let an organizer know! We'll help you figure it out.

Please use the first name you go by as a username on Slack to avoid confusion. Remember to always follow the Code of Conduct.

Default Channels

#announcements - We'll use this channel to tell you important news, like if the schedule changes and when food arrives. Be sure to set your notifications on for this channel. We won't spam you!

#general-chat - For mostly hackathon-related chatting.

#help-requests - Need help debugging, refining your ideas, or architecting a solution? Ask here, and a mentor or another hacker will connect with you! Once you have someone helping you, please open a direct message or private group with them to avoid clogging up the channel.

#cute-attack - For all your cat, puppy, and gecko pictures.

#off-topic - The place to go to be silly. Put your memes here!

Springboard Projects each have their own channel so you can chat about your progress and debug with friends.

Awards

At Unhackathon, encourage diversity of both hackers and hacks. These 8 awards have equal importance, each with a winner and a runner-up. Whatever you're interested in, there's an award to recognize you!

Best User Experience This award recognizes a polished hack that works reliably, runs smoothly, and in general is great to use.

Best Visual Design Got a beautiful interface, awesome game graphics, or artistically organized cables? This award might be for you.

Best Technically Ambitious Hack This award is for best progress made on something extremely technically ambitious in terms of software or hardware. Doing some extreme math, writing 15,000 lines of Assembly, or building a drone? This award will recognize you, even if your hack isn't the flashiest from the outside.

Most Learning for a Hack Are you a team of noobs, or outside your comfort zone? This award is for the best hack produced with 50% tools and languages your team has never used before.

Best Hack Potential You've got a big idea. You've worked for 12 hours, but you can imagine doing so much more! For this award, we'll be looking for hacks that have a great technical foundation, major progress towards your initial goals, and solid ideas for taking it a step further.

Most Useful Hack This award recognizes a hack that solves some kind of problem and does it well. You might be making software development easier, building hardware to help people with disabilities, or even just helping people stop forgetting their car keys. The possibilities are limitless!

Most Entertaining Hack This hack makes us laugh. It could be a game, a website or mobile app, or even a hardware or multimedia project. If passing by your demo makes even exhausted hackers smile, you're definitely in the running.

New! Most Assists For hackers who look beyond their own projects and help others learn. Have someone in mind? Tell an organizer!



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Team Building & Creativity Workshop

Where: Classroom A **When:** 10:30 AM

While our volunteers move chairs and tables for hacking, this workshop will get you feeling creative and ready to work, while helping you find teammates to work with. Shloka Kini is a journalist and technologist at Columbia University, who uses improv and movement to create unique learning experiences.

Tech Talk Sponsored by Softheon

Where: Classroom A **When:** 1:30 PM

Bring your lunch and get ready to learn. Eugene Sayan, Chairman, President, & CEO at Softheon, will be giving a tech talk. He is a wonderful speaker who takes a great interest in helping young hackers succeed - you don't want to miss this. Softheon is a proven leader in health insurance marketplace integration and business operation. They also sponsored our lunch!

Ladies Storm Hackathons Meetup

Where:
The Lounge
When: 3:30pm

At last year's Unhackathon, we hosted the first ever Ladies Storm Hackathons meetup! We met for breakfast to talk about what we'd learned and accomplished that weekend, talked about our successes and challenges in the tech industry, and made great friends.



If you're a hacker, mentor, sponsor, or volunteer and identify as a woman, we hope you'll take a few minutes away from hacking and join us for a midafternoon snack and fun conversation.

Customize Your T-Shirt

Where: The Kitchen **When:** All day!

Unhackathon is all about promoting creativity and trying new things. Even our T-shirts follow a similar theme! Everyone will have the opportunity to customise their HACK t-shirt during the event by coloring the white letters on the front. We have a variety of easy-to-use fabric inks in colors to mix and blend. Since the shirts are black, you don't have to worry too much about going outside the lines.

Taking a short break for painting will help you relax, regain your focus and recharge your brain. Many people find that working on something easy and creative with their hands helps them develop new ideas for their projects. You be sure to go back to hacking feeling refreshed and creative!



Once you've painted, label it with your name and drop it at our ironing station to be sealed. We'll tell you in the #announcements Slack channel when each round of shirts is ready to go. When you go home, just remember to wash it inside-out - the water-based ink from our friends at RealThread will get soft and smooth.

As always, let us know if you have any questions! Our volunteers at the t-shirt table are always ready to help you find inspiration, and we know there are plenty of artists and designers among our hackers who could also help.

We can't wait to see your finished shirts! Ask one of our photographers to take a picture with it, and you'll be immortalized in our next Field Guide.



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Our Goal: Go Home Feeling Proud

Hackathons are great for bringing people together. Thousands of students arrive at hackathons each year, ready to learn and build. But demos are often mostly spectator events. Somewhere between the opening ceremonies and the final crunch, hackers drop out because they run into a problem they can't fix, they can't come up with a workable project idea, or they just burn out.

It's our goal at Unhackathon to have every hacker demo if they want, and go home with a project they're proud of - no matter how small it is. Our Springboard projects are a great way to start a project you can expand on even after the hackathon. If you're on a team building something completely new, our mentors and your fellow hackers have got your back. If a hacker helps you, don't forget to tell an organizer so we can give them an award!

Springboard Projects

Stuck, solo, or in it to learn? Springboard projects are an Unhackathon alternative to the traditional hackathon project. If you're interested in learning a new skill or technology, choose from one of our projects designed to get you learning by building a real project. These aren't tutorials like you've seen them online. Instead, you'll work on a project for 3-4 hours that teaches you the basics of some new skills you'll want to use again in the real world. Then, you'll spring off in your own direction for the rest of the hacking.

If you were stuck on a project idea before, you'll be full of ideas by the time you're ready to expand. You'll be supported by mentors who are experts on your project, and encouraged by those around you working from the same springboard. This is a perfect opportunity if you're new to coding or hackathons, or if you're interested in working alone or in a pair.

Here's a list of our Springboard Projects. We'll be sharing these with the hackathon community after the event.

Chameleon Chip

"Light up your clothes!"

Skills You'll Learn: **Wearable microcontrollers with FLORA, basic electronics wiring, C/C++, basic sewing and embroidery, color theory**

We'll introduce you to a type of wearable you don't normally see at hackathons, surrounded by ready-made devices. In this project you will be using the Adafruit Flora along with Adafruit Neopixels to create an accessory that changes color however you want it to. We also have color sensing chips so you'll be able to set your pixel's color based on the surrounding area, or a sample of your clothing.

In this project, we will start with running basic code to blink the lights built-in to the Flora board. After that, we will stitch in LED sequins and display various color patterns. Finally, we'll wire up a color sensor so that we can set the value of the sequins based on the surrounding color. Once you're done, you can change this project to display any color pattern or sequence you want, or perfectly match (or clash) with any color you show it. You can also extend it with the Bluetooth interface from Billboard Hat.



The Adafruit FLORA devices we'll be using for our wearables projects.

Billboard Hat

"Your head as a gallery"

Skills You'll Learn: Wearable microcontrollers with FLORA, basic electronics wiring, C/C++, basic sewing, bluetooth connections with mobile devices

In this project, we will be adding a tiny full-color LCD to the front of a hat, so you can display text, images, or anything else in real time. This project also includes a bluetooth chip, so you will be able to set what is being displayed right from your phone. We will start with running basic code to blink the lights built-in to the Flora board. After that, we'll add the LCD display and run a basic graphics test routine written by Adafruit. Then, we'll set up bluetooth to talk to your phone. The next step will be linking the bluetooth from your phone and the display, so that you'll be able to control the display from your phone. Finally, we'll sew the pieces together onto a hat so that you can wear it and display anything you want on your head. Once you're done, you can use any of the sensors in your phone, direct input to the phone, or an API to control what is displayed on your hat.



Write You a Webcrawler

"Grab all the bytes!"

Skills You'll Learn: Web Crawling, HTML, Python

Crawling the web is something that no one really sees, but the internet wouldn't function without it. Companies like Google make it their whole business to crawl and then index every public facing site on the web. In this project, you won't be quite so ambitious, but you will learn the basic principles behind crawling websites and downloading the information in them. You'll be using python for this one, and you'll start by setting up basic website fetching in python, then move on to processing the HTML of each page and recursively visiting all the links. Along the way you'll learn a lot about the python programming language as well. Using this work, you can gather info from any of your favorite websites that doesn't have an API.

The Magic of Websockets

"Synchronize the Web"

Skills You'll Learn: Go, HTML canvas, websockets, javascript

Most of us have used instant messaging built-in to various web interfaces, or we've interacted with feeds that change in real time. Without websockets, this real-time change is possible, but very difficult. Websockets make it very easy to synchronize two users on the web by connecting to a server with all your shared state. In this project, we will start by making a simple drawing app in javascript, and then move on to synchronizing the app with other users who are drawing by using a websocket server written in Go, a language designed to handle concurrency.

This project can then be expanded to allow any form of synchronization between two web browsers on a web page, whether it be To Do lists,

DOM Devil

"A Chrome Extension for Awesomeness"

Skills You'll Learn: Javascript, Browser extension writing, DOM manipulation

This project will walk you through creating a browser extension, including manipulating html web pages you visit to say literally whatever you want. We'll start with a basic extension template written in javascript. Then, we'll learn about the basic structure of the Document Object Model, the data structure used by web browsers to represent all the kitten picture websites on the web. Finally, you'll move onto actually walking and manipulating the DOM by writing a funny word substitution extension. Expansions for this project include literally anything that needs to modify things in the browser.

ClickZilla: The App

“Get started with Android now!”

Skills You’ll Learn: **Android development, java**

These days, native phone apps are all the rage. From laundry pickup to restaurant lookup, apps change the way we run our lives. Learn the basics of creating an Android app, including demystifying all those scary menus and files in Android Studio. You’ll start with just getting Android Studio setup, including setting up an empty android phone project. Next you’ll move on to basic UI functionality, primarily involving clicking buttons. Finally you will add user login using a mobile framework called Parse that makes writing mobile apps much easier. After this, you’ll be able to make the next Uber, or at least a useful utility or fun game on your phone music playlists, or something else.

Roll-a-Ball 3D

“3D Games in no time with Unity 3D”

Skills You’ll Learn: **Unity, C#, Game Physics**

Unity is a tool and engine for the development of games. It provides most of the functionality you need to rapidly and easily prototype game ideas. Unity allows scripting using C#, Javascript (called UnityScript), and the Python-esque language, Boo. For scripting our game objects, we will use C#.

In this tutorial, we will create a simple game where you roll a ball around to collect items. We’ll start with placing the items in the Unity 3D editor, and then move on to scripting the behavior of the ball to make its movement controllable by the user. From there, feel free to explore the possibilities! Once you have the game mechanics down you may want to recreate a popular game to to get a deeper understanding of how to utilize unity. You may even feel creative enough to make a game of your own! Unity has a very large and open community, and most questions can be answered with a quick web search.

Hackspiration: Great Open Data Sets!

We know that coming up with a hack idea can be one of the most intimidating parts of attending your first (or fifteenth) hackathon. All the datasets are free to use, and are small enough to download onto your laptop and mess around with, but large enough to make something cool. Relax, open up a data set, and see if anything catches your eye. You might see a pattern you’d like to visualize, a system to model, or a need a great mobile app could fill.

GitHub Archive (githubarchive.org) is “a project to record the public GitHub timeline, archive it, and make it easily accessible for further analysis. GitHub provides 18 event types, which range from new commits and fork events, to opening new tickets, commenting, and adding members to a project. The activity is aggregated in hourly archives, which you can access with any HTTP client. You could use this data to analyze programmer productivity by hour of the day, compare project activity (e.g commits, pull requests, etc.) to project hype (e.g. mentions on social media).

Open Recipes (openrecip.es) is an open database of recipe bookmarks. Does not contain preparation instructions, but lists preparation and cooking times, ingredients, etc. These recipes could be used to build a recipe search engine. Interesting features might include ability to filter out foods by allergies, or recommendations based on “liked” recipes. Another project idea is to attempt to classify various recipes by diet type (vegan, vegetarian, paleo, kosher, halal, etcetera). Or if these sound a bit too hard, write a scraper to contribute more data from your favorite cooking blog to the open recipes site.

Dronestream (dronestre.am) provides “real-time and historical data about every reported United States drone strike”. There’s a publicly accessible API, a real-time Twitter account, and a searchable database. Build something that increases awareness among the American public of the killings being conducted from afar on their behalf. Or create some sort of visualization. A heat map of strike locations might be interesting. Can you find out the affiliation of targets? Is there any correlation between that and other data points? Can the frequency of strikes be shown to decrease after periods of heavy criticism in the media?

Football.db (openfootball.github.io) provides public domain football data. A cool open source database that contains data about all past matches and upcoming matches compatible with any language, including scoresheets and player data. Also includes all 2014 Brazil World cup data and Realtime Score HTTP JSON Api. Possible hacks include a data analyzer to show which player can do well in the future, or a match simulator using existing data.

Wifi Hotspot Locations (nycopendata.socrata.com/Recreation/Wifi-Hotspot-Locations/ehc4-fktp) maps free and fee-based wireless internet hotspots around NYC. You can also find many more great data sources on the NYC Open Data site.

National Survey on Drug Use and Health (icpsr.umich.edu/icpsrweb/ICPSR/studies/34933) “measures the prevalence and correlates of drug use in the United States. The surveys are designed to provide quarterly, as well as annual, estimates. Information is provided on the use of illicit drugs, alcohol, and tobacco among members of United States households aged 12 and older. Questions included age at first use as well as lifetime, annual, and past-month usage for the following drug classes: marijuana, cocaine, hallucinogens, heroin, inhalants, alcohol, tobacco, and nonmedical use of prescription drugs, including pain relievers, tranquilizers, stimulants, and sedatives. The survey covered substance abuse treatment history and perceived need for treatment, and included questions from the Diagnostic and Statistical Manual of Mental Disorders that allow diagnostic criteria to be applied.”

Survey of Inmates in State and Federal Correctional Facilities (www.icpsr.umich.edu/icpsrweb/ICPSR/studies/4572) “provides nationally representative data on inmates held in state prisons and federally-owned and operated prisons. Through personal interviews conducted from October 2003 through May 2004, inmates in both state and federal prisons provided information about their current offense sentence, criminal history, family background and personal characteristics, prior drug and alcohol use and treatment programs, gun possession and use, and prison activities, programs, and services.”

The Marvel Universe Social Network (exposedata.com/marvel/) provides a graph of connection between Marvel characters.

WordNet (<http://wordnet.princeton.edu/>) is a large lexical database of English. “WordNet superficially resembles a thesaurus, in that it groups words together based on their meanings. However, there are some important distinctions. First, WordNet interlinks not just word forms—strings of letters—but specific senses of words. As a result, words that are found in close proximity to one another in the network are semantically disambiguated. Second, WordNet labels the semantic relations among words, whereas the groupings of words in a thesaurus does not follow any explicit pattern other than meaning similarity.”

Amazon Reviews (snap.stanford.edu/data/web-Amazon.html) consists of nearly 35 million reviews of Amazon products. Can you use this data to tell us the most common reasons for 1-star reviews? Or can you show that more frequent reviewers give higher/lower ratings on average?

Wikipedia Vote Network (snap.stanford.edu/data/wiki-Vote.html) shows election data for Wikipedia admins. You could become an investigative journalist for a day and expose voting cabals, or complete an analysis of why some candidacies are more successful than others.



That was a lot of reading! Here's Andromache, one of Hanne's foster kittens.



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Work With Innovators

Softheon: A rapidly growing software company housed on Long Island located within the Stony Brook University campus.

We are the team that helps healthcare insurance providers better manage their enrollments, keep track of their payments, and eliminate risks associated with the Affordable Care Act Marketplace.

Join us, as we work to transform American healthcare for the better. Softheon boasts a team-oriented and fast-paced environment, which embraces entrepreneurship and innovative thought. With just over 50 employees, open concept offices, and a casual work atmosphere, your ideas will never go unheard or underappreciated.

Full-time and internship opportunities are available. Be the next innovator to join our growing team!

The Softheon logo features the word "Softheon" in a bold, blue, sans-serif font. The letter "o" is stylized with a yellow gradient, transitioning from blue at the top to yellow at the bottom.

Softheon

www.softheon.com . (800) 236-7941



We are a leading global marketplace for institutional fixed income and derivatives electronic trading. Tradeweb operates markets in 20+ asset classes, providing access to the deepest pools of liquidity from 50+ leading market makers to the world's top asset managers, central banks, and other institutional investors.

INTERESTED IN WORKING AT TRADEWEB BUT NOT QUITE SURE WHERE YOU FIT?

As a company building products on a global scale, we depend on the strength and experience of our diverse workforce to help drive the evolution of financial markets. IT Professionals at Tradeweb are highly analytical, self-motivated, and inquisitive. Our developers specialize in a particular software package or coding language for our three market segments: institutional, brokerage and retail.

Take a look at our some of our most sought after roles.

- Platform Developers
- Web Developers
- ASP.Net Developers
- High Frequency Trading Developers
- Database Developer
- Network Engineer
- Application Support Engineer
- Linux System Administrator
- Oracle DBA
- SQL Database Administrator

Please check out our website for further information about Tradeweb and current job openings.

www.tradeweb.com/Careers/Jobs/



Twilio provides a software and cloud-based communications platform that enables developers and businesses to build communications solutions that meet their specific needs.

Twilio is changing communications forever by empowering software people to build modern communications apps that are cloud-based, scalable, and user-focused. Whether integrating voice, messaging or VoIP capabilities into a web or mobile app or building a complete call center, Twilio removes traditional obstacles to creating effective communications experiences.



Eduware is an educational software company with an online suite of services helping thousands of teachers and students around the world.

Eduware is looking for passionate and motivated part-time and full-time web developers to join our team in St. James, New York. You will be working among a team of fast-paced, talented and agile developers. This position is perfect for someone who wants to play a larger role in a development team where they get a say in what they do and how they do it.

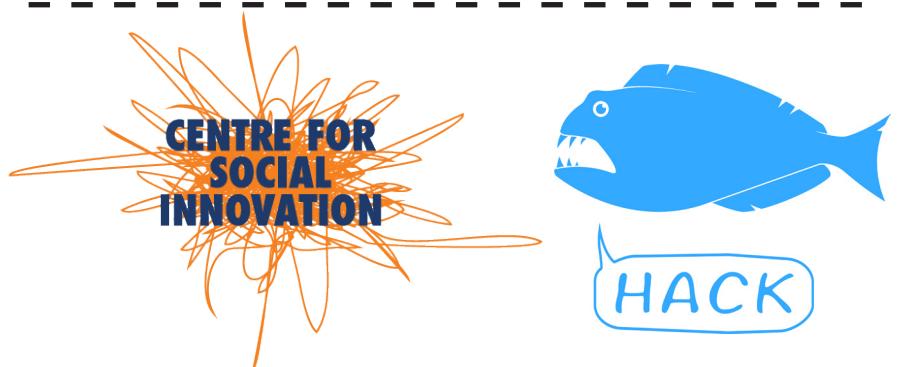
Eduware is conveniently located near the Stony Brook campus, and is easily accessible by car or public transportation. We have a long history working with Stony Brook students, and can cater part-time hours around your classes.

Are you looking for a web development job?
Eduware may be looking for YOU!

careers@eduware.com

www.eduware.com

1-888-EDUWARE





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Who are the Unhackathon hackers?

Here's what we learned when we read your applications this year.

You are purpose driven, ambitious, dedicated, hardworking, friendly, generous... The list goes on and on.

You are brave. For a full 44% of you, Unhackathon will be your first hackathon. Some first-time hackers are completely new to computer science - welcome! Others among you consider yourselves experienced programmers and designers, but have never found a hackathon that appeals to you. We're so honored that you chose us.

You defy stereotypes. 43% of you are women, almost four times the national average for CS bachelor's degree recipients, and more than we've met at any hackathons we've attended. We'll be hosting a Ladies Storm Hackathons meetup on Saturday afternoon so you can get to know one another in person.

You have diverse interests. You want to make apps for healthcare and for education, because you recognize those endeavours as effective ways to help those in less fortunate circumstances. You expect great things of life, but don't expect to have them handed to you on a silver platter; you're going to make a great life for yourself by helping make life great for others. Your heroes are as diverse as you are - teachers, entrepreneurs, discoverers, fictional characters, and people you love.

You are often generalists. You might have a focus of study in math, design, biology, engineering, or, likely, computer science, but it doesn't define you. You might want to go to grad school or medical school, or even get a PhD. You dream of starting companies and nonprofits, teaching, and leading.

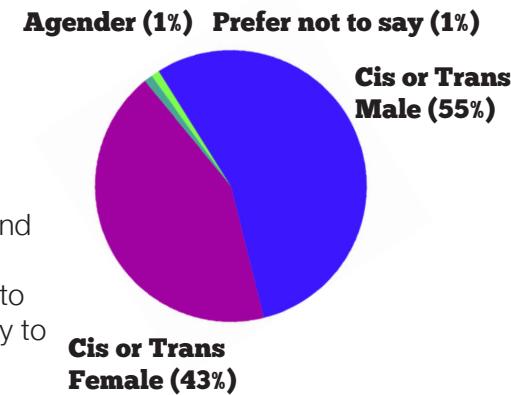
You are curious and always ready to learn. You care about the future, and you're ready to impact it. You have powerful opinions about hackathons, education, and the technology industry. We can't wait to see how you change the world.

We love you!

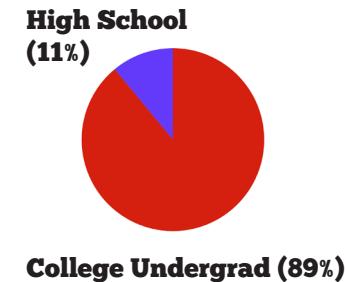
You are diverse.

Gender

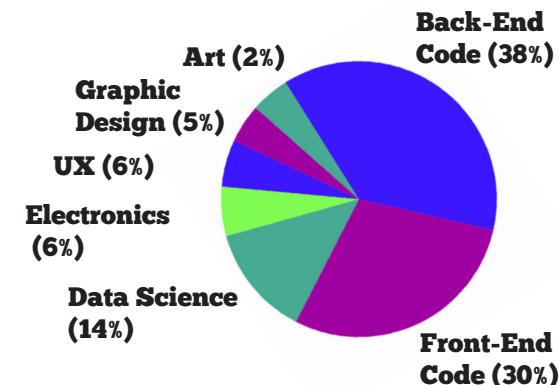
This Fall, we have a wonderfully gender-diverse group of hackers in attendance. This is the most mixed group we've seen at a hackathon that isn't restricted to one gender and doesn't select applicants for a specified ratio. While hackathons (and the tech world, not to mention the world at large) still have a long way to go for gender equality, we are happy to welcome this inclusive group.



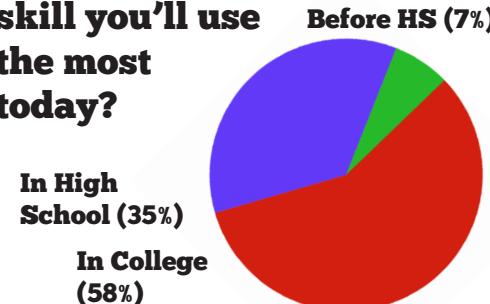
High School or College Student?



What skill do you plan on using the most?



When did you start learning in the skill you'll use the most today?



On our list of interests and skills, **Data Science** has the most new enthusiasts with 92% of people having started learning about it in college, rather than high school or before. It is followed by **UX** (81%) and **Non-Digital Art Forms** (66%). Most **Graphic Designers** got their start in high school or before (35%), followed by **Back-End** (41%) and **Front-End** (51%) coders.

**You thoughtfully
express your opinions.**

During your applications, we asked you to tell us your thoughts about hackathons and your skills and goals. We love the creativity and diversity of our hackers, and were amazed by how articulately many of you expressed your ideas. We thought we'd share a few responses from each question with you, along with word clouds. Picking these for the field guide was incredibly difficult - every response from our accepted hackers seemed to be equally awesome! We hope you enjoy reading these as a sample of your fellow hackers' thoughts.

“What’s the best thing about hackathons?”

"Having that warm feeling of achievement and camaraderie with my teammates of creating something to be proud of."



“I think that lots of programmers, including myself at times, suffer from imposter syndrome... Hackathons provide a way for people to find friendly colleagues from all sorts of places and collaborate on a project that hopefully banishes this insecurity and blossoms into something wonderful.”

“How can hackathons improve?”

"Maybe focus less on getting as many people as possible to go and instead focus on getting the best, most diverse group of people possible."

“Aiming to help beginners so they don’t feel intimidated or out of place.”

“I think hackathons can improve by stressing they are a time for everyone to learn and grow.”

You have big dreams...

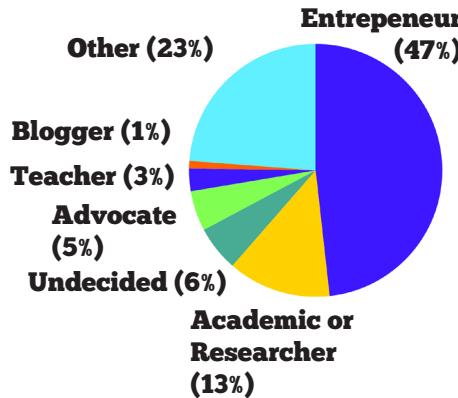
What do you dream of doing in the future?



“I dream of making the world a better place by creating technology and innovation that makes peoples’ lives better. I want to do this by enabling the best technologists to create things that make a difference. I want to do this with teams who care about each other and are friends.”

...and you're inspired by all kinds of greatness.

Who is one of your heroes in tech?



Who is one of your heroes not in tech?

- **Writer, Artist, or Entertainer: (64%)**
 - **Family Member (57%)**
 - **Scientist/Engineer (40%)**
 - **Other (36%)**
 - **Politician: (35%)**
 - **Athlete (23%)**
 - **Someone Fictional (16%)**
 - **Teacher (11%)**
 - **Friend (9%)**
 - **Philanthropist (8%)**
 - **Undecided (7%)**
 - **Religious Figure (5%)**

We looked for patterns in your responses about your heroes. These were the categories that appeared most frequently. The most popular tech heroes are Elon Musk and Bill Gates, and the most common non-tech hero is the hacker's father.

The End

**We're so glad you could make it here this Saturday and we
hope this booklet helped you out.**

**We wish you a safe trip home, and a great semester and
hackathon season!**

**Love,
The Unhackathon Team**

The image consists of a grid of text where each letter of the word "HACK" is filled with a different photograph. The letters are arranged in a 6x8 grid. The photographs include various scenes such as a starry sky, a colorful rainbow, a dense forest, a sunset over water, a close-up of flowers, a city skyline, a person's face, and a landscape with mountains. The colors of the letters range from deep blues and purples to bright yellows and reds, corresponding to the colors in the images they contain.