

# VICTORIA C. CHÁVEZ

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## EDUCATION

### **Brown University | Providence, RI**

M.A., Urban Education Policy — Computer Science Education

### **Brown University | Providence, RI**

B.A., Computer Science & Hispanic Studies

### **University of Granada | Granada, Spain**

Scientific and Technical Translation and Interpretation

## CURRENT POSITIONS

### **University of Rhode Island, Department of Computer Science and Statistics | Kingston, RI**

Full-Time Computer Science Lecturer, June 2020—Present

- ❖ Deliver and instruct undergraduate courses, advise computer science majors, participate in department's Diversity and Undergraduate Committees, draft department's Broadening Participation in Computing Plan, and participate in ad-hoc committees or events as needed.

Courses taught include:

- ❖ Computing Concepts
- ❖ Web Design and Programming
- ❖ Planning for Academic Success
- ❖ Dynamic Web Design and Programming
- ❖ Computer Problem Solving For Science and Engineering

### **Computer Science for Rhode Island (CS4RI) | Providence, RI**

Consultant, June 2019—Present

- ❖ Help ensure communication and implementation strategies have a strong focus on broadening participation in computing. Collaborate with external research efforts and activities.

### **YWCA YWeb Career Academy | Woonsocket, RI**

Instructor, October 2020—Present

- ❖ Design and deliver curriculum for a 12-week intensive web design and development program for unemployed and underemployed women and people of color interested in pursuing technical careers.

## RESEARCH AND TEACHING INTERESTS

Introductory computer science, accessibility, student retention and attrition, broadening participation in computing, student support systems, computer ethics, Universal Design for Learning (UDL)

## HIGHER EDUCATION TEACHING EXPERIENCE

### **University of Rhode Island, Department of Computer Science and Statistics | Kingston, RI**

Part-Time Faculty, August 2019—May 2020

- ❖ Deliver and instruct undergraduate courses on a per-course basis. Courses taught include:
  - ❖ Web Design and Programming
  - ❖ Dynamic Web Design and Programming

- ❖ Computer Problem Solving For Science and Engineering

Lead Lab Teaching Assistant, August 2019—December 2019

- ❖ Design learning activities and deliver instruction during lab sections for Dr. Vic Fay-Wolfe's Joy of Programming course.

### **Community College of Rhode Island, Computer Studies Department | Warwick, RI**

Visiting Lecturer, January 2020—May 2020

- ❖ Deliver and instruct undergraduate courses. Courses taught include:
  - ❖ Intro to Computer Ethics
  - ❖ Java Programming
  - ❖ Advanced Java Programming (online course)

### **Brown University, Department of Education | Providence, RI**

Teaching Assistant/Co-Instructor, January 2019—May 2019

- ❖ Design and deliver learning activities and provide feedback for students for course titled "The Craft of Teaching," designed by Dr. Christina "V" Villarreal and delivered by Dr. Chris Buttimer.

Teaching Assistant, January 2019—May 2019

- ❖ Provide student feedback for course titled "Adolescence in Social Context," taught by Dr. Chris Buttimer.

### **Brown University, Data Science Initiative | Providence, RI**

Head Teaching Assistant, March 2018—August 2018

- ❖ Oversee and coordinate hiring and training of undergraduate TAs. Design assignments and labs and provide student feedback for course titled "Introduction to Topics in Data and Computational Science," taught by Dr. Daniel Potter.

Teaching Assistant, January 2018—May 2018

- ❖ Design assignments and labs and provide student feedback for course titled "Advanced Topics in Data and Computational Science," taught by Dr. Eliezer Upfal.

### **Brown University, Department of Computer Science | Providence, RI**

Head Teaching Assistant, March 2016—December 2016

- ❖ Oversee and coordinate hiring and training of undergraduate TAs. Design assignments and labs and provide student feedback for a functional programming course titled "An Integrated Introduction," taught by Dr. John Hughes.

Undergraduate Teaching Assistant, September 2015—May 2016

- ❖ Design assignments, lead labs, provide student feedback, and hold hours for:
  - ❖ An Integrated Introduction, Functional Programming course (Dr. John Hughes)
  - ❖ An Integrated Introduction, Object Oriented Programming course (Dr. Amy Greenwald)

## **K-12 TEACHING EXPERIENCE**

### **Johns Hopkins Center for Talented Youth | Saratoga Springs, NY**

Teaching Assistant, July 2019—August 2019

- ❖ Design assignments and labs and provide student feedback for summer youth course titled "Fundamentals of Computer Science," taught by Dr. Stephen O. Agyei-Mensah.

**Scituate High School | Scituate, RI**

Computer Science Teacher, March 2019—June 2019

- ❖ Instruct all computer science courses offered at the school, consisting of:
  - ❖ Computer Science A
  - ❖ AP Computer Science A
  - ❖ Computer Science Principles
  - ❖ AP Computer Science Principles
  - ❖ Foundations of Engineering and Computer Science

**Generation Citizen | Pawtucket, RI**

Democracy Coach, February 2017—May 2017

- ❖ Design assignments, deliver instruction, and provide student feedback for high school course titled “Law and Society” using Generation Citizen’s curriculum guidelines.

**Girls Who Code | Chicago, IL**

Teaching Assistant, June 2015—August 2015

- ❖ Design assignments, deliver instruction, and provide student feedback for GWC’s Summer Immersion Program for women and gender-non-conforming individuals in high school.

**RESEARCH EXPERIENCE****Computer Science for Rhode Island (CS4RI) | Providence, RI**

Research Intern, September 2018—June 2019

- ❖ Propose and conduct original research on the accessibility of computer science programs for students with disabilities in Rhode Island K-12 schools.

**Brown University | Providence, RI**

Research Assistant, May 2017—June 2019

- ❖ Collect and analyze data for an education policy research project on curricula standardization.

**Providence Children and Youth Cabinet | Providence, RI**

Summer Practicum Intern, June 2018—August 2018

- ❖ Create three professional development trainings for K-12 educators on trauma-informed practices in the classroom.

**INDUSTRY EXPERIENCE****Microsoft | Cambridge, MA**

Software Engineer Garage Intern, June 2017—August 2017

- ❖ Design and develop accessibility features for an existing Windows native application.

**Twitter | San Francisco, CA**

Software Engineer Intern, May 2016—August 2016

- ❖ Develop tools to automate the process of reviewing ads (promoted tweets).

**PUBLICATIONS**

Chávez, V. & Alarcon, T. (2017). "Increasing retention rates of undergraduates in STEM." Broader Impacts and Open Educational Resources, Brown University Student Publications. Brown Digital Repository. Brown University Library. <https://doi.org/10.7301/Z0B27SHR>

## CONFERENCES AND PRESENTATIONS

Chávez, V. (in press). Expanding Computer Science for All: Effectiveness of State Practices and Implementation. Virtual American Education Research Association (AERA) Annual Meeting.

Giuriceo, C. M., Bryer, K., & Chávez, V. (2019). Engage, Excite, Educate, & Empower ALL Students: Broadening Participation and Success in STEAM. Computer Science Teacher Association New England Regional Conference. Boston, MA.

Chávez, V. (2019). Broadening Participation in Computing: Increasing Accessibility for Students with Disabilities. Ensuring Equity and Quality for All Students: Policies and Practice Reconsidered. Providence, RI.

Giuriceo, C. M., Bryer, K., Chávez, V., Forsythe, D. (2019). Engage, Excite, Educate, & Empower ALL Students: Broadening Participation and Success in STEAM. Increasing Diversity, Equity And Leadership STEM Conference for Youth. Providence, RI.

Chávez, V. (2019). Increasing Retention Rates of Undergraduates in STEM. Social Inclusion and Social Justice Conference. Shippensburg, PA.

Chávez, V. (2018). Increasing Retention Rates of Undergraduates in STEM. Brown Computer Science Undergraduate Research Symposium. Providence, RI.