



RCC ACM Club

Why join the RCC ACM?

- Learn about computer science topics and most importantly **LEARN TO CODE!**
- Make friends and network with like-minded people who share similar interests in technology and computer science-related topics.
- Host or participate in workshops to share or expand your knowledge.
- Receive support with projects and ideas that help you grow your passion for technology.
- Get valuable information, resources, and tips to help you achieve your goals.

Who can join?

Anyone with a beating heart can join. You **DO NOT** have to be a CS or technology-related major. We are a community that supports everyone regardless of skill level, goals, or interests. Joining the ACM is a great opportunity to get a taste of what computer science and engineering are like.

How can I join?

Join our ACM Discord server to get in touch with us. We will be discussing events, workshops, and answering any questions you may have in there.

Here is a permanent invite link: <https://discord.gg/GRww5Ce>

You could also email us at ACMatRCC@gmail.com if you are having issues with Discord or have any questions.

Meeting Times:

- **General ACM Club Meetings:** Thursdays 12:50 PM - 1:50 PM
[Available remotely on Discord or in person at *Alan D. Pauw Business Education Center (BE) room 100.*]

Workshop meetings will be held in-person in *Martin Luther King Jr. Teaching and Learning Center (MLK) room 205* as well as remotely on Discord:

- **Competitive Programming:** Sundays from 2:00pm to 3:30pm
- **Coding Interview Practice:** Saturdays from 5:00pm to 6:00pm
- **AI Research and Development, NASA Suits, and Unreal Game Development** are to be determined

**Stay tuned on our Discord for more information. The "Schedules" text channel in our Discord always has the latest meeting timings.*

Here are brief descriptions of our available workshops:

AI Research and Development:

This workshop will focus on developing an understanding of how artificial intelligence (AI) operates and applying it. AI can be used for email filters, mobile apps, even credit applications, and many other applications. We will work through resources and projects together using primarily Python to create AI. There will be occasional lectures to complement learning the topics and material. With AI being a new interest to RCC ACM, this will be a collaborative learning group so no programming experience is expected nor required.

Competitive Programming:

The competitive programming workshops consist of learning new techniques, algorithms, and data structures each week to solve programming problems. Over 80 problems have been created on the coding judge <https://code-e.org/>. These problems will teach everyone from completely new programmers to advanced students looking to learn complex and efficient algorithms. These meetings train students for the annual ICPC contest (<https://icpc.global/>), but also improve their algorithmic knowledge required for upper-division university courses and the job/internship technical interview process. We also collaborate with the competitive programming scene at the University of California Riverside (UCR) where they welcome and encourage RCC students to join their weekly meetings and events. This is a great way to experience the UCR computer science department if you plan to transfer there.

Coding Interview Practice:

One of the most challenging and critical components of landing an internship or job at a tech company involves solving technical interview questions. These require the candidate to apply algorithms to create efficient solutions to given tasks. The competitive programming workshops teach a large majority of the techniques required to solve these problems therefore these meetings can be seen as a relevant application of competitive programming. On meeting days, we create three rooms of various difficulties to suit anyone from a complete newcomer to programming all the way up to someone who is ready to apply for a job. Participants can work individually or collaboratively to solve programming tasks and all of the solved problems are always discussed at the end of the meeting. It's a really great place to further extend your coding capabilities or even begin learning how to implement tasks for beginners.

NASA SUITS Project:

NASA SUITS challenges students to design and create augmented reality (AR) applications for NASA's upcoming Artemis mission; sending astronauts to the moon in 2024. We will work with the Microsoft HoloLens and Unreal Engine to create AR applications that will assist astronauts in exploring the lunar surface. Also, we do outreach events to inspire children to get involved in STEM. We are also a social club of like-minded individuals that love to learn! Make new friends and have fun! No programming experience is required and all STEM majors are encouraged to join!

Unreal Game Development:

Learn to create amazing games from scratch using the Unreal Game Engine. This will cover everything from learning 3D Modeling and Animation in Blender/Autodesk 3ds Max, programming objects in C++, to working with Unreal Engine 4 itself using VFX, physics, and general game design. An example of the instructor's work: <https://www.youtube.com/watch?v=xE317kjWmuY>.