## **ACM CLUB**

The ACM club is dedicated to teaching and sharing knowledge within computer science related fields. It is built from different groups that focus on a variety of topics. These are currently the groups that we have.

Here is the link to the ACM Discord <a href="https://discord.gg/GRww5Ce">https://discord.gg/GRww5Ce</a>

Competitive Programming: Hosts weekly contests with lectures to strengthen your understanding of data structures, algorithms, time complexity, etc. This is mainly in practice for the annual ICPC contest (<a href="https://icpc.global/">https://icpc.global/</a>). The leaders for competitive programming are also very active with UCR's weekly contests, a great place to learn more advanced topics such as these <a href="https://github.com/voidcs/Comp\_Programming/tree/master/Practice\_Topics">https://github.com/voidcs/Comp\_Programming/tree/master/Practice\_Topics</a>. We meet every Sunday at 1:00pm - 3:00pm, in the comp-programming voice channel.

**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. Here is an example of their work: <a href="https://www.youtube.com/watch?v=xE317kjWmuY">https://www.youtube.com/watch?v=xE317kjWmuY</a>. We meet every Sunday at 1:00pm, in the comp-programming voice channel. We meet every Saturday at 5:00pm - 7:00pm, in the Unreal Game Design voice channel.

**Unity Game Development:** Unity is a development platform for 2D and 3D games, applications, and modeling. Students will learn the programming and design skills to create applications that can be shared on a variety of platforms. We will use the Unity Game Engine to inspire students to learn programming in C#, user experience design, and software development fundamentals. The first meeting will be September 18th on Friday at 11am - 1:00pm.

Keep in mind, you don't have to commit to any of the following subgroups/fields at all. Above all else, we're just computer science students at RCC. Most of the time, we are just debugging each others' code, talking about class assignments/projects, and getting help from each other. If you just want help with your code or have any questions about the computer science path to transferring, feel free to join and ask us! A few of us just transferred to UCR and are familiar with the transferring process.

## **NASA SUITS**

Here's the current info for our NASA SUITS team. We have next week's meeting time set and will be discussing then whether that date/time works best with everyone's schedules this semester.

The meeting will take place on Zoom and the link will be posted on Discord. Meeting time: Thursday, September 10, at 1:00 PM Team leads: Richard Aguilar, Savanah Torres, Cody England 2020-2021 Team Focus: Research of SUITS hardware/software in preparation for 2021-2022 challenge year. Discord link: <a href="https://discord.gg/TaVbcdH">https://discord.gg/TaVbcdH</a>

## NASA – NCAS

Link to the NASA Community College Aerospace Scholars Internship Program!

https://nasaostem.okstate.edu/site-files/documents/ncas-infosession-2021.pdf

https://go.nasa.gov/ncasinfo