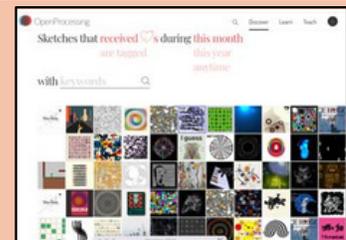




```
func (s *Storage) NewAttendee(a *models.Attendee) error {
    stat, err := s.db.Prepare(insertAttendeeStatement)
    if err != nil {
        return errors.Wrap(err, "error for insert")
    }
    err = stat.Exec(a.Name(), a.JoinedDate())
    if err != nil {
        return errors.Wrap(err, "error inserting")
    }
    return nil
}
```



# Computer Science Immersion Program (C-SIP)

Program Snapshot of Curriculum and Structure  
Spring 2026

Location: Zoom Virtual Classroom  
9 Saturdays March 7th - May 2nd

Session A: 1-4pm PST

## Spring 2026 Computer Science Immersion Program (C-SIP)

Our world is being rapidly transformed by the impact of technology and its effects on our society and culture.

Individuals in the computer science field work every day to develop new products, software, and digital narratives that are actively reshaping every aspect of our world. Over the course of 9 Saturday afternoons in Spring 2026, high school students will learn about their future opportunities in the computer science field as it relates to education, a career, and making a positive impact on our changing world. Students will hear career presentations from working professionals engaged in computer science jobs and career fields such as web design, software development, user design, as well as the business operations of technology companies. Additional talks will be given by C-SIP program staff that will explore the academic education, technical training, and unique skill set that technology professionals utilize in their work roles. Through workshops and discussions, students will learn more about how their unique personal and academic interests can relate to a possible career future in computer science. Students will also experience the field firsthand by working on a small, facilitated group project related to web design, basic software, and user experience. C-SIP will be a fun and transformative way for high school students to learn more about their future opportunities in computer science this Spring!

### Program Snapshot of C-SIP Daily Curriculum

#### Speaker Presentations / Panel Discussions

We will hear from over 10 working professionals in technology and the computer science field who are engaged in fields such as website development, user experience, graphic design as well as from the operations sector of technology companies. We will hear from them about subjects related to their work, their professional careers as well as their personal journey.

#### Program Discussions / Leadership Workshops

Students will have comprehensive discussions about how they relate to the computer science field and will also engage in workshops that help them understand their strengths in a team.

#### College Admissions & Experiences / Career Pathways

As students learn more about their interests and personal strengths throughout C-SIP, we will discuss how students can connect their personal goals to tangible outcomes. We will explore college admissions as well as how to create an enriching college experience afterward. We will also explore career pathways and outcomes related to computer science and beyond.

#### Project Based Learning Team Work Assignments

Students will take part in collaborative team projects where we will experience how real world professionals use web design, user experience and software. Students will learn the value of teamwork, collaboration and working across sectors in technology to achieve outcomes.



Saturday, March 7th



Example of a Zoom Meeting in our Current C-SIP Program

### 1pm PST: Orientation for the Computer Science Immersion Program

We will begin C-SIP by introducing our staff members and also giving students a chance to introduce themselves to the program. We will then go over the basic structure of our core program curriculum as well as expectations of C-SIP participants. The students in our program will be from different backgrounds and perspectives, but for this program we will be brought together as a team. C-SIP staff will then deliver an interactive workshop where students learn more about each other as well as their shared learning goals for our two months together.

### 2pm PST: The Importance of Computer Science

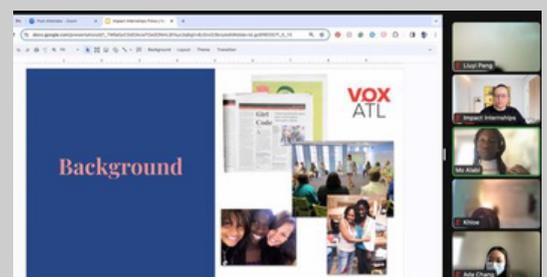
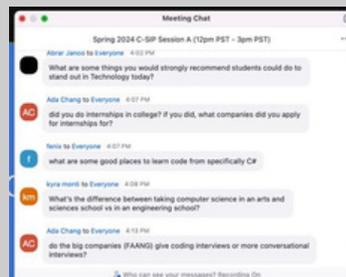
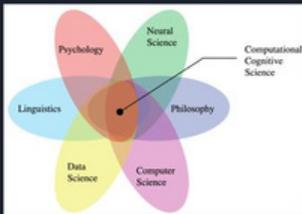
Computer Science is not merely about coding; it's a gateway to a plethora of rewarding career paths. From software development to cybersecurity, data analysis to web development, the avenues are boundless. This C-SIP workshop will cover diverse career opportunities that await individuals with expertise in Computer Science. Through insightful discussions and engaging activities, students will gain a comprehensive understanding of the skills and knowledge required for success in different Computer Science professions. Whether intrigued by programming languages, or curious about data analytics, or passionate about safeguarding digital assets, this workshop will equip students with valuable insights to navigate a career journey effectively.

#### TI-BASIC 83

- BASIC-like language
  - Input/Output
  - Define Variables
  - Reference Variables
  - GOTO by line number or label
- Built into [Texas Instruments TI-83](#)
- Quadratic Formula

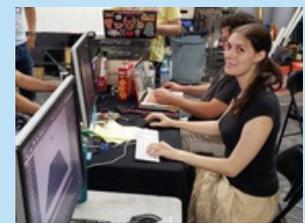
```
PROGRAM:ASHAPE
Menu: CHOOSE A
SHAPE = TRIANGLE
CIRCLE = C
:bl T
Input "BASE=":B
Input "HEIGHT=":H
:SB+H*H
Disp A
:Stop
```

- Any field plus programming/computer science makes a new field
  - Feel free to pursue "unusual" combinations!



### 2:30pm PST: "Merging a Love of Art and Technology Into A Career" – How I Became a Technical Artist

Camille Kanengiser is the Cofounder and Principal Artist of Freeform Labs, a software development company focused on cutting-edge digital craftsmanship for games, virtual production, and VR experiences. Camille studied Animation, Digital Art, and Interactive Entertainment at USC, where she had the opportunity to merge her love of art and technology into the foundation of her career. In this talk, Camille will share her personal journey from high schooler to professional, and traditional artist to technical artist. She'll highlight the classes, programs, and strategies that were impactful along the way, and why they mattered. The talk will also provide an introduction to making games - outlining common phases of production, feature development, and asset creation. Although everyone's path will be unique, she hopes that sharing hers will demystify the process, and inspire students to consider a career working with real-time technologies.



Camille Kanengiser  
Cofounder & Principal  
Artist of Freeform Labs



### 3:30pm PST: Workplace learning workshop: Soft skills and Hard Skills in Computer Science

In Computer Science, mastering both technical proficiency and essential soft skills is essential for success. This workshop explores the symbiotic relationship between hard and soft skills, emphasizing the importance of interpersonal abilities, communication, teamwork, adaptability, and problem-solving acumen. Students will learn how effective collaboration, leadership qualities, and emotional intelligence enhance their understanding and application of soft skills in Computer Science. Additionally, they will gain practical insights into honing their understanding of hard skills, particularly in programming languages, to solve complex problems and drive innovation in the digital realm, preparing them for the dynamic demands of the industry.

Saturday, March 14th

### 1pm PST: “Translating Technology for Everyone” - Using Digital Innovation To Empower People of All Backgrounds

Technology is revolutionizing and changing every aspect of our world. When an individual, business or organization of any kind establishes a digital presence they can infinitely increase their impact on the greater world around them. Ryan Miller is the director of Mohawk Valley Community College’s thINCubator. Based in Utica, New York, Ryan works closely with the New York Small Business Development Center (NYSBDC) to ensure that the thINCubator is the Mohawk Valley region’s center for entrepreneurship. At Rust Belt Startup, Ryan works to build websites, video, product podcasts and create digital marketing strategies to empower small businesses and entrepreneurs to transform their ideas into success through the power of digital technology. Ryan’s talk will cover the basic features of what it means to be a website designer working with basic tools such as Bluehost and WordPress. He will also present about the potential of other digital software tools in streamlining tasks as well as how digital content creators can work to mobilize technology to empower people of all backgrounds to fulfill their goals.

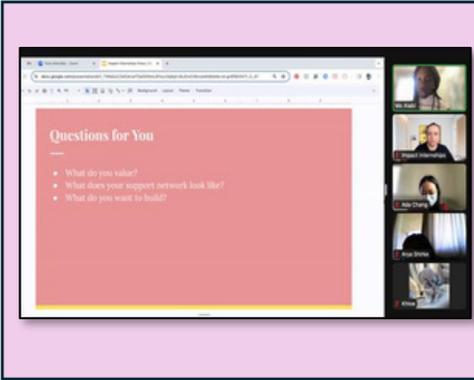


**Ryan Miller**

Director, thINCubator  
& Founder, Rust Belt  
Startup

### 2pm PST: Showcasing your best self: Resume Writing Workshop

This workshop will empower students to identify and showcase transferable skills gained through their academic pursuits, extracurricular involvement, and part-time jobs. Students will receive personalized feedback on their resumes and learn valuable proofreading techniques to ensure their documents are polished and error-free. By the end of the workshop, students will have the tools and confidence to create impactful resumes that set them apart as they pursue college admissions, scholarships, internships, and other opportunities. This is an invaluable opportunity to elevate your resume-writing skills and unlock exciting future prospects!



### 3pm PST: College Admissions & Pathways in Computer Science Workshop

Students learn how to articulate your passions and achievements effectively, as well as how to stand out in the competitive admissions process. Students will gain insights into aligning their essay content with specific tech career aspirations, from software development to cybersecurity. By the end, students will draft an essay that showcases your unique voice and sets students on the path to success in the dynamic world of technology.



Saturday, March 21st

### 1:00pm PST: Panel discussion: Transitioning into the Tech Industry

Transitioning from college to the professional world involves key steps such as research and internships, where proficiency in certain domains is necessary. After gaining initial experience, it's beneficial to work with various companies to broaden one's horizons. Along this journey, individuals must make decisions about their long-term career goals, whether focusing on technical expertise as an individual contributor or transitioning into people management as an Engineering Manager. Navigating specialties within the tech industry, such as backend, frontend, or full-stack development, as well as areas like databases, requires self-discovery and alignment with personal interests. This approach leads to a rewarding and dynamic career path in the ever-evolving landscape of technology. Farhan is a software engineering manager with 9 years of technical experience and two years of management experience. He majored in Computer Science and Psychology at UC Davis and lives near Santa Cruz, California. Since graduating, he has worked at a variety of companies ranging from automating solutions to problems in the business intelligence, real estate, and healthcare spaces, to name a few.



**Farhan Sareshwala**

Software Engineering Manager

### 1:50pm: A Lifelong Adventure and Virtual Nature: My Journey Understanding Technology ByPeople, For People

Rachel Masters is a computer science Ph.D. student and young entrepreneur at Colorado State University, funded under the National Science Foundation Graduate Research Fellowship Program. Studying computer science, business administration, and entrepreneurship, Rachel has done everything from teaching to guest lecturing to traveling the world to meet top computer scientists. In this talk, Rachel will detail her personal and professional journey starting with the diverse opportunities she took in high school that led her on the adventure of a lifetime designing drone firmware, researching virtual reality nature simulations, working on large computer systems, and delivering business pitches to major investors. During her talk, Rachel hopes that students will be inspired to work hard to achieve their dreams, see that any goal can become achievable with the correct motivation, and walk away sharing the same passion for computer science that she has.



**Rachel Masters,**  
Computer Science Ph.D.  
Candidate  
Co-Founder & CEO of  
Bonda

### 2:40pm PST: Career Discussion Workshop and Reflection Activity

### 3pm – “From Controller to The Matrix” - Anatomy of a Game Engine

Nearly every game today has a lot in common - over 90% of their source code. A vanishingly small number of “game engines” powers an increasingly large number of products and services, including movies and shopping. As a consultant and senior software architect, Max Pixel helps businesses use game engines to manifest digital worlds. In this talk, you’ll get to take a peek under the hood, and gain a better understanding of how these marvels of human ingenuity and cooperation came to be, and how they work.



**Max Pixel**  
Cofounder  
of Freeform Labs

## Saturday, March 28th



**John Tubert**  
CTO, Tombras

### 1pm PST: Major Influences in my Career: from Art school to Generative AI

John Tubert is the Chief Technology Officer at Tombras, a company he joined in April 2022. John helped start the R/GA office in Buenos Aires, Argentina, and led a tech team in San Francisco. John has worked on many successful projects during his career, including some that have won big awards, like PayWithaTweet for Cannes Grand Prix and Nike+ for Grand Andy. John will share his journey starting from his childhood in Argentina, where he discovered his love for drawing. He'll talk about how this passion led him to study at an Art school when he went to college. As he grew up, he found himself leading technology for several big advertising agencies. Along the way, he'll also discuss one of his current passions, Generative AI. This is an exciting field that brings together his love for both art and technology, showing how he's been able to combine his interests in his career.



Mo Alabi

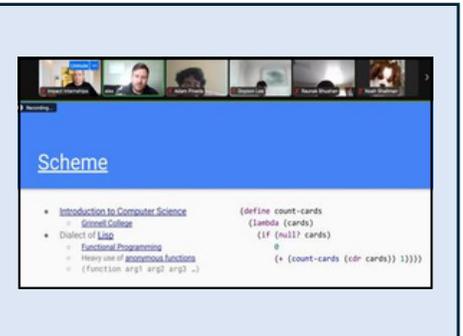
Account Director,  
Business & Culture  
Strategy for Tech &  
Innovation, BerlinRosen

### 2pm PST: “How to Tell Your Story in Tech” – My Job as a Consultant

Mo is a storytelling strategist and consultant with a focus on media, international affairs and culture, the arts and social innovation. Currently, she works as an Account Director at strategic communications firm BerlinRosen, partnering with leaders at the intersection of business, culture, and technology. Mo partners with leaders and founders to build insights and create resonant stories and messaging. Prior to BerlinRosen, Mo was in the Corporate Reputation & Advisory practice at Edelman, and led global executive communication strategy for the CEO and Founder of Tala, a fintech company focused on advancing financial inclusion in emerging markets. Mo will speak about the importance of knowing and owning your own story, while helping brands, companies and leaders tell their own story.

### 3pm PST: Understanding Your College Major Options to Enter Technology

Studying computer science is one of the most common academic pathways for college students, with many students selecting a related major related to the topic. At large research universities, there can be many variations of the major that can allow students to specialize in topics such as bioinformatics, artificial intelligence, or computer engineering. Alternatively, many successful professionals in technology did not study computer science in college. From majoring in other STEM fields, a liberal arts subject, or another technical field, there are different pathways from higher education to the tech-related workforce. In this interactive staff workshop, we will go over examples of college major pathways that can lead to a future in technology.



### 3:30pm PST: How Do Technology Teams Work Together Across Sectors?

Society often perceives a technology job to take place in a quiet, back office, but that is usually not the case. Collaboration across job roles is required to serve a common mission purpose. In many jobs in particular, technology professionals must translate the story of their real-world clients into a digital format which requires very good communication skills. During this staff workshop, we will present examples of how collaboration looks like in technology.



Slideshow scenes from leadership workshops

Saturday, April 4th

1pm PST: Group Project Design Work and Team Discussions

### 1:15pm PST: Who We Are and How We Work – Leadership Development Workshops

We will take a full session away from our usual curriculum of speakers, to have a series of interactive workshops related to personality types, communication, team work skills as well as setting smart goals. Regardless of where life takes students, understanding how we work with others and what are core life mission is a critical part of developing as a young adult. After taking the Myers-Briggs Personality Type Indicator, students will review their personality strengths and weakness in the program and how they can help plan for success based on their unique traits.



**Natalia Pulido**

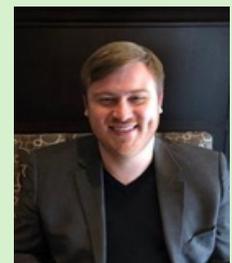
Product Owner &  
Associate Manager  
at Accenture

### 2pm PST: Combining Art, Design and Technology: Finding My Career in Tech

A lover of creativity and innovation, Natalia Pulido has worked in all facets of the product innovation space, from engineering to product management to UX design. Natalia will present a talk about her unique journey that began when she combined her passion for art and design with technology when she studied Digital Arts & Sciences Engineering at the University of Florida. She will also discuss her various experiences working with various top companies including The Walt Disney Company, ESPN, Accenture, Intel, Goldman Sachs, as well as a VC-funded tech startup. She is passionate about diversity and inclusion, being a women in tech originally from Colombia. She loves to travel around the world to discover all of its intricacies and to broaden her perspective.

### 3pm PST: Programming Languages in Career Evolution: Navigating Media, DataTech, and Finance

Alex Mitchell worked as a cloud engineer at Riot Games and as a software engineer at Amazon Studios before co-founding a DataTech company. During his time at the failed DataTech company, he delved into more specialized languages like R and Scala for data analysis and processing. Now, at Principal Financial Group, Alex primarily works with languages like Java and SQL for financial software development and data management, reflecting his evolution from media tech to data analytics and finance.



**Alex Mitchell**

Senior Software  
Engineer  
Principal Financial

Saturday, April 11th

### 1pm PST: Completing the Group Project/ Preparing for Final Demonstrations

Presentations + Feedback

Only some weeks have been shown to reduce the length of the program snapshot. The final scheduling and sequence of speakers is subject to change. Please contact us at [info@impactinternships.org](mailto:info@impactinternships.org) if you have questions about the C-SIP curriculum.