GEEK411

STUDENT
LIFE ZINE
ISSUE 17

MILITARY APPRECIATION NIGHT

"No duty is more urgent than that of returning thanks." –James Allen

On Veterans Day, UAT celebrated our veteran students, friends and family at the UAT campus amphitheater. The appreciation event included students writing thank you cards to send to active military.

Looking for more activities around campus? uat.edu/G411/activities

PICTURED: RUSS PICKNEY, DANIEL LINK (ONLINE ADMISSIONS ADVISOR), TYLER DENTON

BEARS, TIGERS, HEDGEHOGS OH MY!

UAT adjunct instructor Drew Foster frequently brings live animals into the classroom through classes such as Animal Diversity and Conservation & Zoos. The use of hands-on, live animal demonstrations during class is the best way to foster appreciation for animals.

The lesser hedgehog tenrecs, also known as lesser Madagascar tenrecs (pictured), are small nocturnal animals covered in spines. While they have poor eyesight, their whiskers are very sensitive. Their senses of hearing and smell are also well developed. These little animals weigh 4 to 7 ounces and grow to between 5.5 and 7 inches in length.

Tenrecs are found in southern Madagascar, where they live in coastal regions, dry forests and semi-desert areas. When seeking shelter, tenrecs look for cavities in trees to make dens. Living in the wild, these creatures forage for invertebrates and small animals on the ground and in the trees. They can live for 8 to 10 years in the wild, and about 14 years in human care.

In addition to engrossing lessons, bringing animals into the classroom gets students excited about wildlife and allows students to make real connections to the animals they are learning about. In-class animal demonstrations supplement the lectures and foster greater understanding and appreciation of wildlife!

PICTURED LEFT TO RIGHT: RICKY EREDIA WITH A LESSER MADAGASCAR HEDGEHOG TENREC

MEET NEW FRESHMEN

REBECCA LEVASSEUR
Major: Digital Video

Interested in tech ever since she was young, Rebecca remembers being six and sitting in her elementary school's computer lab exploring all the features of the old Macintosh computers. In high school, her fascination with computers matured to include coding and playing around with video editing for school assignments and picture editing for fun.

Originally attending UAT for Network Security, Rebecca changed her major to Digital Video because she has more experience in the field and some close friends in the Digital Video major, making her transition more comfortable.

Ultimately, Rebecca just wants to edit videos. She loves messing around with video editing software and discovering all the things you can create. Rebecca chose UAT because of its smaller campus, which promotes a close-knit family atmosphere amongst students and faculty. She also takes advantage of the low student to teacher ratio.

When she's not doing homework, Rebecca likes to hang out with friends and play games, hike, go to the mall and joyride BIRD scooters. Inspired by her parents, brother, and friends, Rebecca wouldn't be where she is today without their advice supporting her in times of doubt. After UAT, Rebecca would like to edit videos as a career, ideally, starting with small projects and then building her way up to bigger videos.

DAVID AUSTAD
Major: Network Security

After working for three years at a third-party IT company, David decided he wanted to increase his knowledge, so he opted to pursue a degree in network security. With many of his clients working in the medical industry, he felt he could better meet their needs by gaining additional skills.

Interested and influenced by tech from a young age, David remembers networking PCs together during gaming LAN parties and building his first PC as a teenager. He decided to attend UAT, because many of the state universities didn't offer degrees that specifically addressed the field of work he was interested in. UAT's atmosphere felt like a place where David could feel at home, and do the things that he loved. David believes that he has gained a greater appreciation for innovation by attending UAT.

David's favorite hobby is gaming—all sorts of gaming, including video games, board games, card games and anything that challenges his ability to use tactics and intellect to achieve victory. He also enjoys hiking with his wife, Jennifer.

Through the years, David has been inspired by many people, including his great grandfather. When he was younger, David had the privilege of spending a lot of time with his great grandfather at his cattle ranch in Northern Arizona. Here, David learned the value of hard work, that any task worth completing is worth completing well, and to never give up on any dream.

AUBREY "KIM" MARTIN
Major: Game Art and Animation

Kim has always loved seeing the possibilities of what something could've looked like in a TV show, movie, animation or even a comic, but she's always been interested in character design and development. That being said, Kim chose to study Game Art and Animation to become a character concept artist.

During the summer after her junior year of high school, Kim received a call from one of her close friends, who told her that UAT offered both of the majors they wanted to study. They both soon visited UAT for a campus tour. "The moment I walked into the main building was the moment I decided I was going to attend UAT," remarks Kim, "nobody was going to tell me otherwise."

Kim enjoys hobbies such as traditional and digital drawing, creating 2-D animations, playing video games and playing piano.

Since attending UAT, Kim found a love for 2-D animation and has gained many new skills, such as creating pixel and vector art and animations for functional video games, developing 3-D modeling in 3DS Max and Autodesk Maya. She has also taken a position as a character artist at a student-run company called BunchOfNerds. Most importantly, she's gained new friends, strong motivation, and a true happiness at UAT.

PICTURED FRONT ROW: BLANCA VASQUEZ, ANTONIO NEWMAN, EL ROIS. **MIDDLE:** MICHAEL DURST, JORGE MARTINEZ, ARAMIS WERQ. **BACK:** DONOVAN POTTER.

THE PROVOST CHALLENGE

The Provost Challenge is a UAT tradition. "When you're a new student, most, if not all of you, have ideas of something you've always wanted to build and UAT is your sandbox to build it," explains Dr. Bolman, "What's really fun about this challenge is that it is very open-ended. You can build anything you like."

With the widespread popularity of the Star Wars galaxy-based show, The Mandalorian, it's no surprise that Baby Yoda inspired these students to take on the Provost Challenge. Teaming up to create a game within the first 12 days of the semester, the students quickly got to work. By incorporating Mando'a, the Mandalorian language, they created a sound-based experience that reflects the feel of what life as a Mandalorian should be.

See more projects here: uat.edu/G411/provost

FOUNDER'S HALL:

STUDENTS DECORATE FOR THE HOLIDAYS

Our students are getting ready to be holly jolly for the holidays!

Every year, UAT students gather together to decorate Founder's Hall for the holidays. This year was no exception! From tinsel to snowmen, students made sure that anyone walking through Founder's Hall would feel the holiday spirit.

Schedule a campus tour at uat.edu/G411/tour

ALL OF THE LIGHTS! CATCH JOHN, IZZY AND BENJAMIN STRINGING LIGHTS AROUND THE TREE. **PICTURED:** JOHN BALOG, IZZY SANCHEZ AND BENJAMIN BRANCH

ROBERT GOES TO GREAT HEIGHTS TO SECURE THE TOP OF THE TREE **PICTURED:** ROBERT HELLYER AND JOHN BALOG

SPOTTED: BENJAMIN BRANCH LOOKING FESTIVE IN FRONT OF THE UAT TREE WITH A SPECIAL TINSEL PRESENT JUST FOR YOU! **PICTURED:** BENJAMIN BRANCH

CATCH NATALIE ON THE BRASS! WHETHER IT'S "DECK THE HALLS" OR "JINGLE BELLS" PLAYING, UAT STUDENTS ARE JAMMING WHILE DECORATING. **PICTURED:** IZZY SANCHEZ AND NATALIE JOHNSON

NO TREE IS COMPLETE WITHOUT A TOPPER. V GREFFIN IS HERE TO FIX THAT WITH FROSTY! **PICTURED:** V GREFFIN

TINKLE, TINKLE, TINSEL! BAILEY PREPARES THE TINSEL FOR THE TREE **PICTURED:** JOHN BALOG AND BAILEY NIELSEN

ELIJAH MCKAY

Elijah McKay is a Founder's Hall Resident Assistant (RA) and President of the campus Nerf Club. RAs help students with their transition to university life and their educational journey at UAT. RAs are an informative source for campus activities, academic matters, campus and community resources, and administrative procedures. Elijah likes being an RA because he enjoys bringing people together.

His advice for current and future students is simple, "Join a club!" Elijah says, "It's the best way to find like-minded people and experience friendship." We're sure his friends in Nerf Club appreciate him and his Nerf Sub-Series Whiteout Longstrike! Lookout for him around campus!

RICKY MARTINEZ

The hustle is real for Ricky Martinez. As a Student Mentor and Excel Leader, he is a familiar face around campus. Ricky is also active in clubs, works in the Cafe, and is double-majoring in Game Programming and Robotics and Embedded Systems.

Ricky has known from a young age that he wanted to be a game designer. Growing up with a PlayStation, Ricky fondly remembers playing games with his dad, laughing a lot and enjoying adventures through games. This inspired him to create games to give players the same experience and entertainment that he had as a kid.

Ricky knew UAT was for him because of the community aspect. "When I first came here for my UAT Experience, I met people that I was able to actually have conversations with," explains Ricky, "I remember calling my mom the day after and telling her that I found my people."

He also enjoys the resources UAT offers to students. You can often find Ricky in the Maker's Lab and Robotics Lab. His advice for new and current students is to learn time management and to reach out to someone if you're struggling, so that they can give you the help you need.

Want to see more student life? uat.edu/G411/spotlight

HOT COURSES GIVE YOU A COOL EDGE

Stay up to speed with UAT's cool courses for the latest technology trends and advancements.

UAT students will learn and explore the future of mobile development with React Native. React Native helps users create real and exciting mobile apps with the help of JavaScript only, which is supportable for both android and iOS platforms. At the end of the course, students will have created an Android or iOS app.

In Space Expedition, students build a self-funded stratospheric satellite program that is developed by UAT, operated by students and fosters partnerships with K-12 schools and small businesses.

Students identify and address security threats, attacks and vulnerabilities in Security + Certification.

Learn narrative design by defining the characters of the game, the world and the events with cool course Writing for Interactive Games.

To prepare for a life of creating technologies, UAT students use agile approaches, including scrum, as the backbone of essentially all of their project development activities. Agile Technology instructs students in agile methodologies, terminologies, and roles. Students will practice agile within this course to prepare them for team projects throughout their time building at UAT and in their careers after graduation.

In Industry Innovations, students will explore methods that have been used to innovate while exploring a new proprietary framework. Students will test the framework in real-time as they complete the class assignments and projects.

Animal Diversity inspires students to appreciate the diversity of the animal kingdom and also inspires a passion for animals. The best way to Foster appreciation for animals is through hands-on, in-class live animal demonstrations. Students will get up close to some of the Phoenix Zoo's ambassador animals!

Conservation & Zoos exposes students to conservation-related issues and the various threats facing wildlife, such as habitat loss and wildlife trafficking. Students also learn about zoo conservation initiatives and how a number of zoos, like the Phoenix Zoo, are working to combat extinction and protect wildlife. In-class animal demonstrations supplement the lectures and Foster greater understanding and appreciation of wildlife!

Comic Art History is a whirlwind tour through the art, how visual stories are told and the literary elements of comics. Students will start by learning the parts of a comic and how they tell their stories, then explore the earliest visual narratives from the Bayeux tapestry to Trajan's Column to see what they have in common with contemporary comics. From there, students will see the modern comic evolve from broadsheets to early newspaper comics, and eventually to the comic books we know and love today.

STUDENTS ARE MOST EXCITED FOR:

AST101 The Night Sky
AST301 The Solar System
GAM352 Game Systems Design
VRT330 Augmented Reality Development

Learn. Experience. Innovate.

DEGREES

ON CAMPUS

Advancing Computer Science
Advertising Art
Artificial Intelligence
Business Technology
Data Science
Digital Maker and Fabrication
Digital Marketing
Digital Video
Game Art and Animation
Game Design
Game Programming
Human Computer Interaction
Network Engineering
Network Security
Robotics and Embedded Systems
Technology Forensics
Technology Studies
Virtual Reality
Web Design

ONLINE

Advancing Computer Science
Advertising Art
Business Technology
Data Science
Digital Maker and Fabrication
Digital Marketing
Game Art and Animation
Game Design
Game Programming
Human Computer Interaction
Network Engineering
Network Security
Robotics and Embedded Systems
Technology Forensics
Virtual Reality
Web Design

MASTER OF SCIENCE

Cyber Security
Game Production
Software Engineering
Technology Innovation
Technology Leadership

READY SET GO »

IMMERSE YOURSELF!
uat.edu/G411/360-tour

The UAT admissions process should begin as early as your sophomore year in high school. This can be a great benefit to you, since it allows you to create a relationship with an advisor from the University who can help guide you every step of the way. In addition, applying early gets you access to:

> More scholarship opportunities
> Notification of scholarship eligibility when you apply
> Select your spot in the dorms
> Better class choices
> Campus events
> Student news

WHO'S ADMITTED TO UAT?

UAT welcomes exceptional students who are passionate about learning in every phase of their life. Just as important in the admissions process is your aptitude for technology. For instance, a good student who has been programming and building websites or advanced robots is of more interest to UAT Admissions than someone who has not demonstrated an aptitude for technology, but has top grades and test scores. In other words, we're looking for future technology innovators and patent holders!

SO... WHAT'S NEXT?

Prospective students can apply online at **UAT.edu/apply**. Admissions requirements and the online application are both found on this page. Soon after your application has been received and reviewed by our Acceptance Committee, you will be notified of your acceptance status. If you need help or advisement with the application process, or if you just have questions, please contact our Admissions Office at 800.658.5744.

SPRING 2020 SEMESTER
January 6 – April 24

SUMMER 2020 SEMESTER
May 11 – August 21

FALL 2020 SEMESTER
September 8 – December 22

APPLY uat.edu/G411/apply

UAT ALUMNI HIGHLIGHT

SCOTT VELASQUEZ

SOFTWARE ENGINEERING | MAY 2000

Scott Velasquez is a Lead Programmer for Gearbox Software in Frisco, TX, where he's worked for the past 18 years. He's had the pleasure of working on a number of different titles such as Counter-Strike, Halo, Brothers and Arms, Borderlands and many others. Most recently, he was the Online & Social Product Owner for Borderlands 3 which released on PC, PS4 and Xbox One. Scott wore many hats on this project ranging from programmer, designer, project manager and a smidgen of business development. Feature-wise, he was involved with the ECHOcast Twitch extension, photo mode, vault hunter profiles, player pinging and most elements relating to local and online player interactions.

ENJOY YOURSELF, COLLEGE WILL BE SOMETHING YOU LOOK BACK ON FONDLY WHEN YOU GET OLD LIKE ME.

Technology is important to Scott because he feels it can be used to solve many types of problems and can be scaled to reach a large number of users. Scott is the type of person who likes tackling different problems each day and loves learning new things. Technology is always evolving and keeps him on his toes!

Back in 1996 when Scott was researching colleges, he noticed that almost every college was teaching old languages like FORTRAN, COBOL, etc. He was an avid reader of PC Gamer and ran across a UAT ad which advertised courses in languages and techniques specific to game development. After visiting the school, he applied immediately. He made the move from a small town in West Texas to Arizona. He appreciated that the UAT facilities were next gen compared to his 486DX and dial-up back home.

Attending UAT was the first time Scott felt challenged by school's curriculum and professors. Speaking of the professors, he was extremely impressed that many of the faculty had game industry experience and others had unique industry experience, such as his Calculus professor who was an ex-NASA scientist. Scott really enjoyed the way UAT professors taught, because they did a great job of explaining not only the how, but the why. Working full-time at Compuware and later Rhino Internet, Scott attended school in the evenings.

During his time at UAT, Scott made several great friends, many of which he is still friends with to this day. Scott and his classmates had a lot of fun trying to outdo each other on assignments, which pushed him to learn even more.

Scott encourages UAT students to put themselves out there and meet other students and staff. UAT is a great place to create connections—you never know when you might meet somebody who will become a friend, a co-worker or who knows someone who can help you down the road. On assignments, Scott urges students to go above and beyond what the professor is asking and dig deeper. He also recommends starting or joining a group to push your learning further and build projects that can be highlighted and shared along with your resume. He advises building some projects from scratch and selecting some games you like and building enhancements for them as well.

Scott advises students to find companies in the area where you can shadow or intern, if you're not already working in the industry. "Getting a better understanding of the role you want to have someday will help you start preparing sooner rather than later. Attend some game development conferences and meetups," recommends Scott, and finally, "Enjoy yourself, college will be something you look back on fondly when you get old like me."

UAT absolutely prepared Scott for his career. Before attending UAT and just for the heck of it, he applied at 3drealms (he was a huge Duke Nukem 3D fan at the time). He knew it was a long shot because the programming he had learned on his own and in junior college didn't involve 3D. As expected, 3drealms turned him down due to his lack of 3D experience (funny story, he later ended up helping them ship Duke Nukem Forever when they couldn't).

UAT taught Scott many things about programming, data storage and manipulation, 3D development, web development, mathematics and working with others. The biggest thing UAT taught him was how to logically approach problems and formulate solutions.

While working full-time and attending UAT, he made time to help a friend create a 3D engine in Java, soon after Java added 3D support. They were both programmers, so funny enough, the 3D models were all created by hand in notepad! Scott created a DirectX/OpenGL engine in C++ with networking support and built some demo apps like a multiplayer 3D checkers game, a chat client, etc. Later, when Half-life and Unreal Tournament came out, he started building mods and learning how those engines worked.

After Scott graduated, he landed a job at Cinematix Studios in Tempe (no longer in business). Working there allowed him to immediately apply programming concepts and calculus while creating an audio engine and complex camera systems for two platformer games on PS2.

SCOTT ENCOURAGES STUDENTS TO CONTACT HIM IF THEY HAVE ANY QUESTIONS ABOUT UAT OR NEED ADVICE AS THEY PREPARE TO ENTER THE GAME INDUSTRY (@THEREAL_SCOTTV ON TWITTER).

Meet other UAT alumni at uat.edu/G411/alumni

CLUBS & GROUPS

ANIME/MANGA CLUB
Explore the animated side of Japanese culture through watching anime, reading manga and viewing the latest in entertainment news.

THE AUDIO ENGINEERING CLUB
Join your fellow classmates to explore and learn more about engineering various aspects of audio, including composing music and creating sound effects.

DRAGONBALL FIGHTERZ
Connect with other anime-loving students while playing the action packed and over-the-top Dragonball FighterZ. With endless spectacular fights and all-powerful characters, you're sure to have a blast!

IGDA@UAT
An academic chapter of the International Game Developers Association (IGDA) that places a strong emphasis on professional development, serving the students, faculty, professors and alumni of UAT.

JAPANESE CLUB
Get immersed in the teachings of the Japanese language with others who love the ancient culture just as much as you.

MAGIC: THE GATHERING
We gather to play Magic: The Gathering. Meet with us to join the battle!

NERF WARZ
An epic Nerf battle, UAT style. Darts everywhere! So many darts. Take cover!

ROBOTICS CLUB
The Robotics Club allows students to express their creative engineering abilities through the construction of robots and offers the opportunity to represent UAT in robotics competitions.

SMASH AND FIGHTING GAME CLUB
For gamers who love multiplayer fighting games and competing in gaming tournaments, show up to battle against other classmates for the win.

SOCIAL GAMING CLUB
Introducing students to a social gaming environment so that they can relax, learn new social skills and expand their social network.

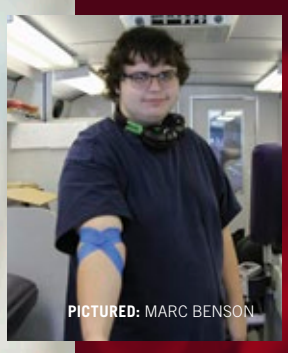
STUDENT ACTIVITIES COUNCIL
The mission of the Student Activities Council is to support UAT's living/learning culture by providing a unique and interesting experience that promotes leadership and both social and intellectual growth opportunities for all UAT students.

SWORDPLAY&MARTIAL ARTS CLUB
Practice elements of martial arts by combining physical activity with the teachings of self-discipline and restraint. Form friendships with fellow students as you learn the basics of swordplay and respecting your opponent.

TABLETOP GAMERS
With class, internships and jobs, it tends to be difficult to find four-to-six players for your favorite board game on short notice. That's why the Tabletop Gamers Club dedicates a weekly time and place for board game enthusiasts to meetup and play at UAT. Come play board games, card games, tile games, student-made games and more!

UAT ESPORTS CLUB
Join and form teams for various Esports games, such as League of Legends. Teams play against each other and may join official competitions.

SEE MORE:
uat.edu/G411/clubs



PICTURED: MARC BENSON

BLOOD
ON THE GO

Did you know 4.5 million Americans need a blood transfusion each year? That equates to 43,000 pints of donated blood used each day in the U.S. and Canada. Only 37 percent of the U.S. population is eligible to donate blood, but less than 10 percent donate annually.

An easy way to give back is donating blood! Marc Benson recently visited the Bloodmobile to do his part. Students and employees stopped by in between classes to donate throughout the afternoon!

Get involved with events happening around campus. uat.edu/G411/events

PICTURED: LILY VALLES

PICTURED LEFT TO RIGHT: EVAN O'CONNOR JR., AUBREY MARTIN AND DANIEL MCWHORTER

GEEK411

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ENDORSEMENT I CONTAINER I SEQUENCE

BARCODE

TRADITIONAL ART IN THE UAT MOVEMENT STUDIO

During day one of the beginner drawing class, students explore many types of traditional media. Their first assignment is getting comfortable with Conte crayon, various types of charcoal and art pencils.

The drawing class guides students through an introduction to the hardness scale for art pencils and a tutorial on how different hardness levels of graphite react to erasing and blending. The goal of this exercise is to introduce students to manipulating media that may be foreign to them. We can't wait to see the art they create!

See more cool courses UAT offers. uat.edu/G411/courses

UAT ZOMBIE FIGHTERS HAVING A GREAT TIME PLAYING HUMANS VS. ZOMBIES AROUND CAMPUS!
PICTURED LEFT TO RIGHT: FRED HUNT, ZACHARY DRISCOLL, JAKE FUSCO, NAOMI LAW, QUENTIN GALVAN, HECTOR RIVERA AND MARC BENSON

SPOTTED!

HUMANS VS. ZOMBIES

Humans vs. Zombies is a game of tag played around the world. All players begin as humans, and one player is randomly chosen to be the Original Zombie. The Original Zombie tags the human players and turns them into zombies. Zombies must tag and eat the humans or they starve to death and are out of the game. Humans fend off zombies with foam darts, marshmallows and socks! The Zombies win when all human players have been tagged and turned into zombies, but the Humans win by surviving long enough for all of the zombies to starve.

Next time you feel like playing a high-intensity game of tag, join your fellow UAT zombies.

Interested in more student life? Visit uat.edu/G411/zombies