GEEK411

STUDENT
LIFE ZINE
ISSUE 19

PICTURED LEFT TO RIGHT:
SAM ROETHEMEYER , KEVIN DURAN, NICKOLAUS GRANT, DONALD CHRISTENSEN, RYLAND KEALY, JESSUP ROLFS

GET GAMING WITH WYVERNS ESPORTS

UAT WYVERNS ESPORTS WAS FORMED IN SEPTEMBER 2021 FROM THE ASHES OF THE OLD ESPORTS CLUB. The members, competitive teams and administrators are driven to create a great community "from the grave to the moon," as the current president, Tyler Prettyman (Network Security), says.

> The biggest perk of joining the team is the people I've met and the friends I've made. We all get along really well. I came from far away, so meeting people here has been the greatest benefit thus far.
> **- Sam Roethemeyer, Cyber Security**

WYVERNS ESPORTS CONSISTS OF FOUR COMPETITIVE TEAMS: League of Legends with seven players, Rainbow Six Siege with six players, Rocket League with six players and Super Smash Bros. Ultimate with four players. To join one of these teams, you must try out. While the team caters to the competitive side of gaming, they also welcome casual gaming and host fun party game events for all! Popular non-competitive games the members play include Mario Kart, Mario Party, Apex Legends and many others.

The team name, Wyverns, was chosen based on user submission and represents the uniqueness of UAT as a school. A wyvern is a two-legged flying dragon that is usually depicted as smaller in stature than other dragons. Since wyverns are highly ferocious and exceptional hunters, this mythological creature fits well and encompasses what the teams exemplify.

> The passion we all share for video games is amazing. You're not just playing the game, you're competing with it. Instead of just playing to beat the game, you also need to worry about your team and everyone you're with. It's more than just the game; when you're playing competitively, you have to put more thought into it.
> **- Donald Christensen, Robotics and Embedded Systems**

Wyverns Esports meetings are twice a week. Anyone interested in gaming is welcome to come to meetings on Tuesdays at 2:30pm and Fridays at 1:00pm. Competitive teams follow their own schedule, with a minimum of one practice per week.

FIND YOUR FIT, FIND YOUR FRIENDS AT UAT.
Explore more clubs: uat.edu/G411/student-clubs

PRESIDENT:
Tyler Prettyman a.k.a **Tycus**, Network Security

OFFICERS:
Social Media Manager:
Jozlyn Nowak a.k.a **Luna748**, Game Design

Team Manager:
Maya Shackleford a.k.a **xMayaTheSirenX**, Game Programming

COACHES:
League of Legends:
Alex Orzescu *(Alumni)* a.k.a **Pixel**, Game Programming *(2020)*

TEAM CAPTAINS:
Rocket League:
Sam Roethemeyer a.k.a **[REDACTED]**, Network Security

League of Legends:
Jordan Dunaway a.k.a **Dunaco**, Game Programming

Super Smash Bros:
Nestor Hernandez a.k.a **N3squ1k**, Game Design

TIE-DYE DIY:

SPIRAL

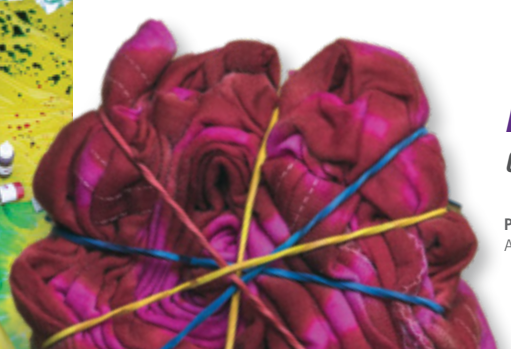
Starting in the middle of the t-shirt, twist the fabric until it's tightly wrapped in a spiral shape. Place a couple rubber bands around the twisted t-shirt to create pie shapes of equal sizes. Add a different dye to each section of the shirt on both sides.

CRUMPLE

Start at one end of the t-shirt and slowly gather fabric (the messier the better), keeping it more pancake shaped. Add rubber bands. Then apply color to both sides of the t-shirt, making sure not to overdo it or risk losing the tie-dye texture.

BULLSEYE

Pinch your t-shirt in the center of the bullseye and pull upwards. Place a rubber band a few inches below where you're pinching. Add rubber bands every few inches and continue until you run out of fabric. Add different colors to each section.



TIE-DYE PARTY

UAT STUDENTS STARTED THE DAY FULL OF COLOR AT THIS TIE-DYE PARTY AND CRAFTED ONE-OF-A-KIND DESIGNS!

Tie-dye consists of folding, twisting, pleating or crumpling fabric and binding that design with string or rubber bands, followed by the application of dyes. Manipulating the fabric before the application of dye is called resist dyeing, as the folds partially prevent the dye from fully coloring the fabric.

Modern tie-dye is categorized by the use of bright, saturated primary colors and bold patterns. The use of bright colors and patterns, including the mandala, spiral and peace sign, have become customary since the rise and peak popularity of tie-dye in the U.S. in the 1960s and '70s.

EVERY DAY AT UAT IS FULL OF COLOR.

Check out events happening at UAT: uat.edu/G411/connect-with-uat

PICTURED LEFT TO RIGHT, TOP TO BOTTOM:
ANTHONY MARQUEZ, MATTHEW NISPEL, KRISTEN KOLESSAR AND SKYLAR BAUMGARTHER

MEET NEW FRESHMEN

Meet more students like you: uat.edu/G411/publications

HOPE THOMS

Major: Game Design

Hailing from Ridgecrest, California, Hope Thoms is a Game Design major. Although initially changing her mind regarding her degree, Hope has always been fascinated by technology and what can be done with it.

From a young age, gaming has been Hope's escape—gaming is where she goes when happy, sad, alone or just hanging out with friends. Because gaming has been so important in her life, she wants to share her passion with others who may also experience games as a place of solace.

Choosing UAT for its close-knit community, her short time here has been great because she feels like a part of something bigger instead of just a number in a huge auditorium. Hope has already begun working on her first video game and has made some amazing friends.

"I am extremely excited to be here."

Hope's hobbies include gaming, shotgun shooting sports, spending time with friends, and running around campus in her T-Rex costume.

Influenced by many along the way, Hope is currently most inspired by her closest friends Laura, Lucas and Malia. They remind her to enjoy herself when she's stressed and in need of a break. "I am truly grateful for them."

TYLER PRETTYMAN

Major: Network Security

Tyler Prettyman is studying Network Security, choosing the degree for its great potential in the field. From a small town in Ohio, Tyler chose UAT because the core values of the University really interested him, and he enjoys the structure of the trimester system.

"I picked a college that I knew I would get something out of, and UAT was the right fit."

Tyler believes he is already on his way to success at UAT and started right off the bat with degree-specific classes. He's gained insight into how vast the technological world is, specifically in a cyber aspect.

As the current UAT Esports President for competing teams and the GeekRHO Secretary, Tyler states, "I have found a second home."

He has always been interested in technology and is fascinated by how it works. Tyler's favorite hobby is building and learning about building computers, in addition to playing video games and watching anime.

Tyler is inspired by his dad, who has been a great role model, teaching him how to be a good person, set himself up for success and be self-sufficient. Tyler is also inspired by his uncle, a successful businessman who has provided him with amazing opportunities and opened his eyes to the world.

ZIDEJA BOWIE

Major: Digital Marketing

Born and raised in the Valley of the Sun, Zideja Bowie is an Arizona native studying Digital Marketing. They chose this program because they love the process of discovering the market and adhering to what the target audience wants. As someone with a very outgoing personality, Zideja believes you need to be out there in order to market!

Zideja has been interested in technology for as long as they can remember, stating, "It's nice knowing that everyone at UAT is here for the same reason: we all love technology!"

They chose UAT because they love the small campus and classes, and the ability to really get to know everyone. While attending UAT, Zideja has gained an amazing group of friends who've supported them through everything.

Zideja is inspired by Maya Angelou, who made her mark on the world through hard work. Outside of school, Zideja's hobbies include reading, gardening, writing poetry, watching anime and listening to music.

Founded almost 40 years ago by Dr. Dominic Pistillo and his wife Ann, UAT has a rich history with humble beginnings.

PICTURED LEFT TO RIGHT:
MORGAN SOETAERT, BRYSON MOSS, NEANDREA HARRIS, KRISTEN KOLESSAR, DONALD CHRISTENSEN

FOUNDER'S DAY BBQ

STUDENTS SHARE BURGERS & LAUGHS AT UAT'S FOUNDER'S DAY BBQ.

Founded almost 40 years ago by Dr. Dominic Pistillo and his wife Ann, UAT has a rich history with humble beginnings. Incorporated as the CAD Institute in 1983, the school began in a small classroom with 10 students. Always on the leading edge of innovation, pioneering unique training in technology education enabled UAT to grow into one of the nation's leading technology universities.

The University experienced major growth and innovation in the '90s. UAT earned accreditation and recognition as a university, was renamed University of Advancing Computer Technology to encompass the growing number of degrees and built a new campus.

Then in 2002, the University officially became University of Advancing Technology, after recognizing that the technology landscape is not exclusive to computers. Today, the University serves and educates close to 1,000 students. By merging the values of traditional academy with the modern technology campus, UAT is a unique fusion with a mission to educate students who innovate for our future in the fields of advancing technology.

Learn more about UAT's rich history at uat.edu/G411/history

CLUBS & GROUPS

AI CLUB
This club is all about integrating AI at UAT and is open to anyone wanting to learn about AI, from the basics to advanced. Club members will work on AI projects focused on certain areas of the UAT campus.

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

CARD CLUB
Interested in learning and playing different forms of poker? This is the club for you!

CODE MONKEYS
Here for the code and nothing but the code? You've come to the right place. Join your fellow Boolean baboons and start compiling!

COOKING CLUB
Explore the basics of cooking and learn fun new recipes!

FIGHTING GAME CLUB
Uniting casual and competitive fighting game connoisseurs, this club is for those who love multiplayer fighting games and competing in gaming tournaments. Show up to battle against other classmates for the win!

GENDERS & SEXUALITY ALLIANCE
The GSA creates a safe, welcoming and accepting environment for all, regardless of sexual orientation or gender identity, to learn about the LGBTQ+ community and grow with each other.

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

MAGIC: THE GATHERING
This club gathers 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.

SOCIETY OF ENGINEERING
Calling all students interested in engineering—from robotics to computer science and more. Participate in undergrad competitions and come to learn!

STAR WARS CLUB
Learn choreographed Star Wars fight scenes using dueling lightsabers while discussing different topics from the movies.

UAT GARDENING CLUB
This club is brings together students who want to learn how to take care of a garden and tend to the University garden.

VR / AR CLUB
Join the VR/AR Club to have topic discussions on new software, hardware and developments in the extended reality (XR) space. This is a community for UAT students to use as a brainstorming resource.

WARHAMMER CLUB
Based on the popular tabletop games Warhammer 40 and Age of Sigmar, this clubs brings novice and experienced players together in a group setting to play and enjoy the games.

WYVERNS ESPORTS
Join your fellow gamers and form teams for various esports games, such as League of Legends! Teams play against each other and and may enter official competitions. Wyverns Esports facilitates students' interest in video games while enabling them to both compete in collegiate level or higher tournaments, as well as teach the skills that are required to run such events.

SEE MORE INFORMATION ON CLUBS:
uat.edu/G411/student-clubs

PICTURED LEFT TO RIGHT:
JASMINE RONQUIST, MUARICE DUNBAR, XENIA DENOYER, JAKE FUSCO, ALEXIS SLOAN

PUMPKIN CARVING & FALL FUN

Nothing says fall like pumpkin carving, and this year didn't disappoint. Students gathered in the quad to carve up a variety of gooey gourds. From creative jack-o'-lanterns to goofy, toothy grins, these pumpkins were carved up in every which way. And even more fun than carving is getting messy with pumpkin guts!

For students who forego the mess, this winter squash is well-loved as a pie dish and basic coffee flavor.

Read more student news and learn about seasonal events: uat.edu/G411/blog

ALESSANDRA CABALLERO SOSA

GAME ART & ANIMATION | MAY 2021

A recent graduate of UAT, Alessandra Caballero Sosa works as a 3D Modeler for FabCom, an integrated marketing, advertising and brand experience agency. She develops models, textures and environments for the HReality™ project, a professional virtual platform focused on learning, knowledge transfer and networking.

> I really like texturing and creating materials for the 3D models. What I enjoy most with textures is trying to recreate how things are used and copy how they look in real life. I've always liked textures in real life, patterns, all sorts of visual things when it comes to objects and buildings.

Graduating in May 2021, the job hunt was difficult. Alessandra spent around three months applying for jobs, but didn't receive replies from companies she initially had in mind.

> Even though I never thought I would be working at a marketing company, I still enjoy it. It gives me the experience I need being in a studio environment, working with the kind of software we're using and working with a team—the responsibilities, communicating, sharing tasks, stuff like that. It was difficult, but I'm glad I ended up here.

For recent graduates trying to break into industry, Alessandra advises,

> Just be patient. It was very stressful for me. Sometimes I thought I wasn't good enough, or that no one wanted to work with me, but it's really a matter of experience. Most places are looking for someone who has been working for a while. If you don't get the job you want right away, don't feel like it's a personal thing.

Transitioning from university into the workforce has been a fun challenge. With new responsibilities like organizing money, Alessandra feels like she's becoming more of an adult. While the job isn't easy, "It's cool here." She's also had a shift in perspective by realizing that she needs to have more separation between work and her personal life, "I don't want to get burned out. That's a big change I've noticed."

Alessandra was attracted to UAT for its campus, equipment and curriculum within Game Art and Animation program. She's excited for the opportunity to go back to UAT to audit classes and continuously update her knowledge.

> I think the best thing I learned was to adapt to new experiences. For example, moving to a different country and being in a different culture, or learning software in a day because I needed to be able to work in some classes and I had never used the programs before.

One piece of advice she has for other artists is,

> Try not to compare your work to others' work. Everyone has different experiences, so you really can't compare yourself to them. Work on and improve yourself instead of comparing yourself to others.

Alessandra is inspired by her mom, who has always encouraged her to never stop trying to achieve her dreams and what she really wants. She also finds inspiration in video games, like BioShock and Borderlands, and environmental artists. "I really love looking at their work; it encourages me to keep practicing and try new things."

Outside of work, Alessandra likes to spend time walking and playing with her dog, Sophie, a three-year-old lab. She also enjoys drawing and watching movies and TV shows.

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

HOT COURSES GIVE YOU A COOL EDGE

STAY UP TO SPEED WITH UAT'S COOL COURSES ON THE LATEST TECHNOLOGY TRENDS AND ADVANCEMENTS.

Taught by Professor Tony Hinton, **CSC438: *Algorithms, Frameworks and Design Patterns for Artificial Intelligence*** prepares students to solve applied AI, machine learning and deep learning problems in the field of artificial intelligence. Teaching the ability to design, code, test and improve AI systems using algorithm-driven designs, students will gain experience modifying or replacing existing algorithms. This is a project-based class—build intelligent software bots to act anonymous and make swarms!

DBM150: *Introduction to Maker Studio* is an introduction to the use of the most common entry-level maker equipment to create props and functional prototypes, intended for non-majors. Maker-style technologies and techniques provide tools and pathways for designers from any of UAT's programs to rapidly create versions of their ideas. Bring your ideas to life with a physical form, as they evolve toward applications.

RBT479: *Mechatronics* with Professor Kendra Kim introduces integrated modeling, analysis, design, manufacturing and control of smart electromechanical systems. Students will produce a project related to electrical components and analysis, mechanical components and analysis, sensors and instrumentation, drives and actuators, intelligent controls, digital processing and hardware or communication and interfacing.

Professors Heather Peters and Nathan Glover teach **SCI388: *Science and Math in the Real World.*** This course combines physical science and math, and is designed to introduce students to the wonders and complexities of the world around them. Learn to connect math and science in an integrative way, the scientific method, use math to justify reasoning and construct models to represent real-world phenomena.

Learn how to prototype with Professor Ron Zabawa in **DBM215: *Prototyping Tools and Practices.*** This course introduces students to the in-depth art and science of the prototype—and, in turn, explores the key steps of the engineering design process. Students will learn how to properly define a problem regardless of whether the solution is a product, a service or something else entirely. The course will illustrate the importance of the cycle of listening, building a prototype, testing, learning and repeating by following the humble beginnings and vast evolution of famous, world-changing products.

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

ONLINE

Advancing Computer Science
Advertising Art
Artificial Intelligence
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
Technology Studies
Virtual Reality

MASTER OF SCIENCE

Cyber Security
Game Production & Management
Software Engineering
Technology Innovation
Technology Leadership

READY SET GO »

IMMERSE YOURSELF!
uat.edu/G411/see-technology-college

The UAT admissions process should begin as early as your sophomore year of high school. This can be a great benefit for 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 can both be 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 877.828.4335.

SUMMER 2022 SEMESTER
May 9 - August 21

FALL 2022 SEMESTER
September 6 - December 18

SPRING 2023 SEMESTER
January 9 - April 30

APPLY uat.edu/G411/apply

GEEK411

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UNIVERSITY OF ADVANCING TECHNOLOGY
2625 W. Baseline Rd., Tempe, AZ 85283

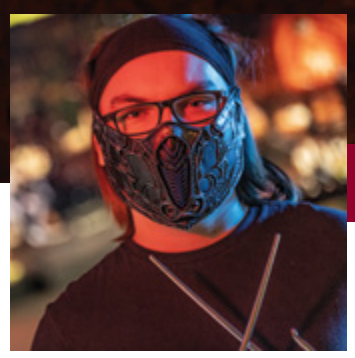
ENDORSEMENT I CONTAINER I SEQUENCE

BARCODE

MORTAL KOMBAT TOURNAMENT

A cinematic masterpiece that is more than 25 years in the making, Mortal Kombat is a student favorite video game turned franchise. Making their way through narrative sagas, players take on a variety of characters. Fighters come with unique abilities and fatalities, from fan-favorite characters, such as Raiden, Scorpion and Sub-Zero to new characters, such as Geras, a powerful and loyal servant of Kronika who can manipulate time.

The 2021 movie, based on the video game series, features MMA fighter Cole Young, played by Lewis Tan, who, while comfortable taking a beating for money, is unaware of his heritage or why an otherworldly Cryomancer is hunting him. UAT students love to gather to play Mortal Kombat and more!



Learn more about what's happening at UAT: uat.edu/G411/events

PICTURED LEFT TO RIGHT:
SAM ROETHEMEYER, JESSUP ROLFS, MORGAN SOETAERT, JASMINE RONQUIST, DIVACO COLBERT

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EXTREME PAINTING

Colors fly to and fro as students let their creative sides loose with extreme painting! This abstract art got a little messy as paint was flung from brush to canvas.

Painting has a rich and saturated history, the oldest known paintings being approximately 40,000 years old. Even older, some cave paintings are believed to be from 40,000 – 52,000 years ago. And even older still, the earliest evidence of the act of painting was discovered in northern Australia, where used pieces of ochre are estimated to be 60,000 years old.

In Western cultures, oil and watercolor painting have rich and complex traditions in style and subject matter, while in the East, ink and colored ink have historically predominated as the medium of choice. Historically, painting was used to provide an accurate record of the observable worlds, however, modern and contemporary art have moved away from documentation in favor of concept.

***ART IS ABUNDANT AT UAT,** where students learn to translate ideas through concept, design, production and implementation. See how art flourishes at UAT: uat.edu/G411/about*

PICTURED: KRISTEN KOLESSAR, MORGAN SOETAERT