IN THE LOOP

DEPAUL UNIVERSITY

COLLEGE OF COMPUTING AND DIGITAL MEDIA



A publication for College of Computing and Digital Media alumni





FIVE MINUTES WITH DEAN MILLER

This issue of In the Loop showcases some of the exciting ways students are expanding their learning beyond the walls of the classroom. Below, Dean David Miller explains how the College of Computing and Digital Media (CDM) continues to be at the forefront of innovative, hands-on

Students in CDM courses acquire the critical technical skills needed to succeed in film, computing and design. In what other ways does the college ensure that students are prepared to enter the workforce?

There are numerous examples of how CDM prepares students for career success. Writing assignments throughout the curriculum, as well as specific courses in writing, help students develop communication skills. We have project-oriented courses that pair students directly with companies to solve actual problems. For example, two students in the MS in predictive analytics program analyzed data supplied by a local nonprofit serving homeless women. The model they developed uses client characteristics and program types to predict the likelihood of positive outcomes.

The capstone project for the BS in computer game development program fosters an entrepreneurial spirit by guiding students through ideation and prototyping all the way to publishing and building a fan following. This is made concrete by connecting students with alumni who have already had success in publishing independently developed games. There are many more opportunities at CDM for cultivating industry connections and developing networking skills, including internship opportunities (see page 7).

Furthermore, we help students gain a global perspective and challenge their belief systems through courses that require interactions with foreign students and through field-specific, short-term study abroad (see page 10). For example, some students in our MS in software engineering program have taken a course in global software development that involves developing applications with students in other countries. Cinema students participated in a full immersion trip to India, where they created documentary shorts that showcased how nongovernmental organizations addressed a particular social issue.

Communication skills, the ability to work in groups, experience with real projects, entrepreneurial spirit and global perspective—all among the "soft" skills demanded by employers—are hallmarks of the CDM education.

Do you have a question for Dean Miller? Send your proposed question for an upcoming issue to kschagem@depaul.edu.

IN THE LOOP

We welcome your story ideas, questions and comments. Please contact Kelsey Schagemann at (312) 362-6368 or kschagem@depaul.edu.

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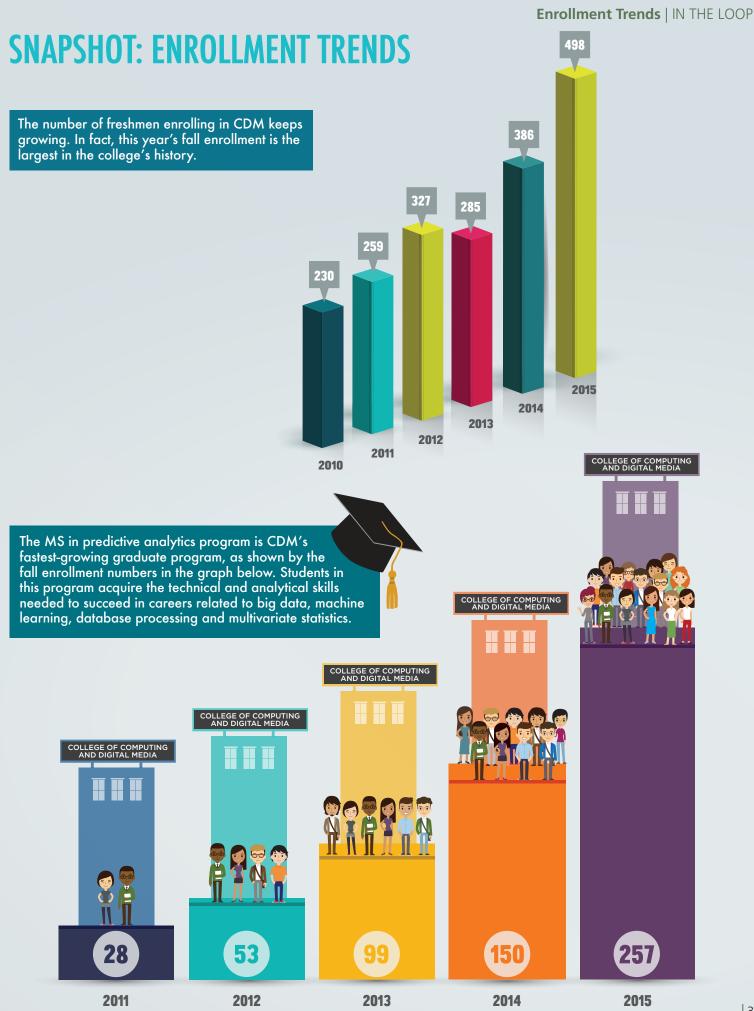












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MayDay 2015 | IN THE LOOP MayDay 2015 | IN THE LOOP

BEHIND THE SCENES AT MAYDAY 2015

What do an epic dance party, a digeridoo and two sleepless nights have in common? According to nearly 100 students, alumni and faculty, the answer is MayDay 2015. This annual event, hosted by DePaul's studentrun Animation Lodge, brings participants together for a "big animation free-for-all," according to Associate Professor Joshua Jones. For the fifth year in a row, participants worked around the clock in small groups to create animated shorts inspired by a single theme. By the end, they were exhausted, but triumphant. Get a peek behind the scenes through the narrative timeline below.

8:30 p.m.

Daniel Maniarres (CDM '15): I rush to one of the labs to grab Cintigs, computer screens that double as drawing pads.



9 p.m.

John Schmid: After a heated debate, our group decides on the concept of a moist principal and a troubled student, whom we name after me.

9:15 p.m.

Candy Lai, Animation Lodge treasurer: After mapping out our route, we start doing storyboards. My partner and I agree to do different storyboards, compare them and then pick the best shots from each set.

Stephen: My team agrees not to go to sleep until we've finalized our story. We divide up shots and jobs so everyone can get moving.

1 a.m. Bobby Soto

(CDM '15): l scrap my first idea and instead animate a character skipping.

4:15 a.m. Bobby: Attempting to sleep. The floor will have to do.

SATURDAY, MAY 2

Bobby: The floor did not do.

12:10 a.m. Cristina: All

the compute screens are now strobe liahts

John: I'm manage to dance.

9:30 a.m.

Cristina: We set everything up for our final lines. One of the lines requires me to scream. I'm worried that people can hear me.

5 a.m. Daniel:

Editing sound, resyncing voices and getting ready to add sound effects.

12:30 a.m.

tired, but I still

watch the final products as a

2:30 p.m.

Stephen: We

group. It's insane how much we were all able to accomplish in so little time-almost 40 minutes of animation, or nearly half of a feature film! This is a weekend to

12:40 p.m. Jaclyn: Freaking

out that we might not make the deadline. Animating as fast as I can!

remember.

FRIDAY, MAY 1

7 p.m.

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Stephen Collera, Animation Lodge president: During the MayDay kickoff event, the energy in the room is unreal as people throw their hands in the air to vote for their favorite theme.

> Cristina Gonzalez: Voting and "moist." I feel torn

12 a.m.

Cristina: I work on preproduction elements, such as creating characters and figuring out their personalities.

Daniel: With the sound ready for each scene, the blueprints and stage for the animation built and set, and the intro quickly crafted during a rendering, it's the end of the

night for me.

eves.

8 p.m.

10 a.m.

Stephen:

We come up

with concept

environmen^{*}

models for

3 p.m.

Cristina: To pump

voiceovers for our

characters. I'm the

up our energy

levels, we start

voice of a male

mushroom

recording the

critique.

Stephen: We

because there

simply isn't

even with

another all-

nighter ahead

but necessary.

of us. It's tough,

enough time,

cut some scenes

becomes a surrealistic disco dance hall. It's the perfect getaway from the brain-melting stress and an excellent way to wake up. See what I mean at bit.ly/maydayrave.

Candy: One of the labs

12 a.m.

10:30 p.m.

Jaclyn: Listening to Josh Jones play his epic instrument, the digeridoo!

2 a.m. Stephen: I'm drawing as fast as I can on my laptop.

10:40 a.m.

SUNDAY, MAY 3

Candy: Time to render the animation with a background

2 p.m.

Stephen: By some miracle, we finish on time. Everyone looks exhausted.



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View the projects created during MayDay 2015 at bit.ly/depaulmayday15.

Learn more about the Animation Lodge at facebook.com/groups/animationlodge.

Alumni are welcome to attend Animation Lodge events, including MayDay 2016!



comes down to two final ideas: "mediocre at best' but "moist" wins

1:30 a.m.

4 a.m. Jaclyn Hosier (CDM '15): I'm trying to sleep on a deflating air mattress with a bright exit sign in my

The Workplace Classroom | IN THE LOOP Student Internships | IN THE LOOP



Balancing a full-time job with graduate school often means late nights, weekend study sessions and gallons of coffee, but for two recent School of Computing alumni, the challenge was worth it. "The greatest part is learning something today that you can use tomorrow to solve a real problem," shares Zahra Ferdowsi (CDM PhD '15), who drew regularly on her courses in predictive modeling while working as a data scientist at Groupon.

Similarly, Michaela Douglas (CDM MS '15), pictured above, a visual designer at Sears, was able to leverage her classroom experience to expand her professional responsibilities. "As I progressed through DePaul's human-computer interaction (HCI) program, I reached out to the user experience team at Sears and asked to be part of some UX projects," she recalls. "Luckily, Sears has such a collaborative environment that I was able to join some projects as a user experience architect."

At Sears, Douglas assisted with a redesign of the mattress section of the website. "It was interesting to learn about everything that goes into mattress-buying decisions and the techniques the in-store salespeople use to match someone to the right mattress," she says. Competitive analysis of other mattress sites also informed the user experience team's recommendations. "Compared to when I started the HCI program, I'm more attuned to the importance of research," Douglas notes. "Since I've learned about the different aspects of user research, usability testing and information architecture in my classes, I have a better understanding of what my colleagues are doing and how my role fits into the bigger picture."

Ferdowsi first heard of DePaul when she was working toward a master's degree in her home country of Iran. While doing research for a data mining project, she came across several helpful papers authored by Professor Daniela Stan Raicu. Once she enrolled in the computer and information sciences PhD program, Ferdowsi found that her initial impressions of DePaul were spot-on. "Faculty members are well-known and respected in their fields—that helped me land my job at Groupon," she says, adding that she found the position through a technology job fair for CDM students.

While Ferdowsi started work as a part-time analyst three years ago, she guickly moved into the full-time data scientist role, where she collaborates on modeling and exploration projects. Recently, Ferdowsi has been involved in a project focused on sourcing the best merchants for Groupon's needs. "We use historical sales data, location data and merchant data to predict which merchants our customers love most," she explains. "Mixing this model with a demand forecast, we make a list of merchants for sales representatives to contact."

"IT'S IMPORTANT FOR DESIGNERS TO KEEP ASKING 'WHY' UNTIL WE REALLY UNDERSTAND THE PROBLEM WE'RE TRYING TO SOLVE."

In thinking about their careers, both Ferdowsi and Douglas describe themselves as problem-solvers. "The purpose of a project is to find an answer to a guestion or find a solution to a problem," Ferdowsi says. "Either way, there is always a phase of collecting, preparing and analyzing data." Interpreting the research and applying the findings in a practical way shapes Douglas' work experience as well. "There is no one-size-fits-all solution to user-experience problems," she notes. "Every solution starts with 'it depends,' so it's important for designers to keep asking 'why' until we really understand the problem we're trying to solve."

Working in such rapidly changing industries means Ferdowsi and Douglas won't run out of problems to tackle anytime soon. "Hearing from professors, students and guest speakers about real-world problems they face in their jobs was one of the best learning tools in my courses," Douglas asserts. "I feel lucky to have graduated from such a good program."

THE INTERN



Maria Monica Licudine's resume barely fits on one page. The information technology major's industry experience includes stints at Deloitte, Deutsche Börse Group, Wonder-Space Technology Camp and the Digital Youth Network. Contrary to how it may sound, Licudine isn't at the end of an illustrious career—she's barely getting started.

Like many of her fellow seniors, Licudine actively sought internships during the second half of her degree program. While not all internships are created equal, the best ones offer invaluable opportunities to develop critical professional skills. "We want students to have at least one real-world work experience before they leave school," says Liz Friedman, assistant dean of student services. "It's important that they get exposed to ways in which their classroom learning applies to the career they plan to pursue." Learn about recent CDM student internship experiences below.

Name: John Grannan (CDM '15)

Major: Digital cinema

Internship: Acquisitions and production intern at

Why it was valuable: I was able to read scripts, write coverage, manage acquisition meetings and network with others in the business. This internship gave me a sneak peek into the types of jobs and opportunities available in the film industry. The range of jobs is so expansive that it really made my hopes and dreams seem more attainable.

Drew Daniel Turk (CDM '15)

Major: Computer game development

Internship: Gameplay tester intern at Robomodo

Biggest takeaway: Communication is key! Working in a creative environment allows for ample give-and-take, so absorbing others' information and responding in an informed way makes the entire team stronger. I learned the importance of being able to explain my ideas in a clear and concise manner.

Name: Patrick Pilch

Major: Computer science

Internship: Software developer intern at OptionsHouse

Main responsibilities: Initially, I wrote software that automated tasks for the quality assurance team, and I also made my first foray into enterprise backend development in account management. Since then, I've worked on many projects, including infrastructure-related automation and proof of concepts that could be categorized as "DevOps," business intelligence and data warehousing, and integration of new systems from our clearinghouse.

Name: Adriana Martinez (BUS '10)

Major: Network engineering and security

Internship: Human resources information systems intern at City Colleges of Chicago

Motivation for applying: I jumped into the technology field from finance—my first DePaul degree is in management and economics—so I wanted to gain experience in a sector I wasn't as familiar with. When this opportunity came up, I thought it would be a good way to get my feet wet. I was very fortunate to work under a supportive team that was always willing to lend a hand or provide additional training when I needed it.

Name: Maria Monica Licudine

Major: Information technology

Internship: Technical support services intern at Deloitte

Relationship to your future career: Everything is always evolving in the information technology field. As certain concepts and software become obsolete, it's critical to adapt and enhance your expertise and knowledge. There's a sense of nonstop learning when it comes to technology. This internship gave me hands-on experience working with both hardware and software, as well as a better understanding of how technicians function as a team.



Kat Ellinger strides across the stage, microphone in hand. Bright lights dim; the crowd waits expectantly. "So I work at a place called Medieval Times," she begins. "If you don't know Medieval Times, it's basically 'Game of Thrones' meets Denny's." Raucous laughter fills the room as Ellinger warms to her material. In the front row, Instructor Kevin Bozeman beams.

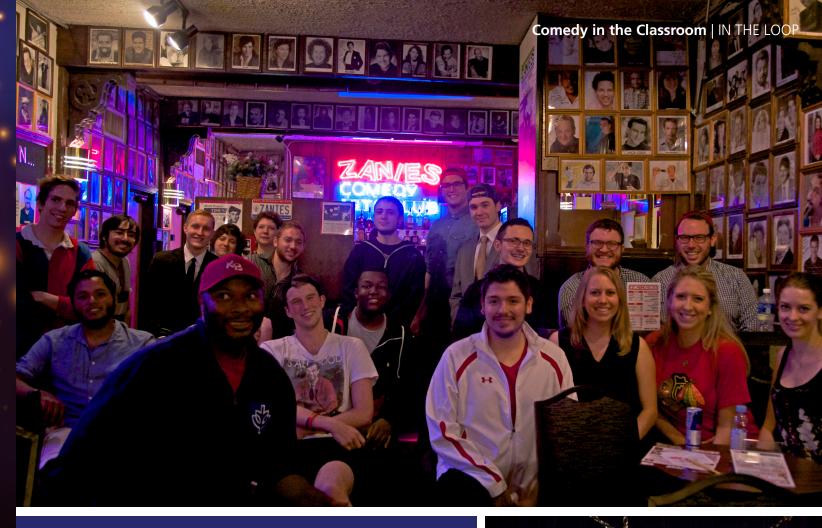
Bozeman, a stand-up comedian who has appeared on NBC's "Last Comic Standing" and Comedy Central's "Comics Come Home," has been teaching his craft at DePaul since 2012. Last spring quarter, his class of 20 filled so quickly that he took on a second class of equal size. Ellinger, a digital cinema major, enrolled in the course because she's always loved performance. "I don't necessarily think of myself as a naturally funny person, but I can make comedy happen when the situation or topic is right," she says. Ellinger was anxious before her public performance at Zanies Comedy Club on the last night of the course, but her deadpan delivery and sarcastic observations quickly won over an audience of friends and family

While some students continue to pursue stand-up after the course ends, that isn't Bozeman's primary goal. "This is basically an advanced speech class," he says. "No matter what field they go into, this class can help students learn how to pitch a project or express an idea. Ultimately, I want them to become more confident when speaking in front of others." Students also study the history and nuances of

stand-up, write midterm papers on famous stand-up artists and meet with local comedians to deconstruct their sets. For Sam Gordon (CDM '15), a graphic design major, the best part of the course was interacting with students she wouldn't normally meet in her classes. Their positive support helped Gordon overcome her fear of public speaking. "I get so nervous presenting in front of people, but it's getting easier," she said. "The first time I made someone laugh during the course, it felt good, like 'yeah, I can do this!""

Thanks to past experience on a high school improv team, Gordon's classmate Andre Almonacid Gracias (CDM '15) wasn't a comedy novice, but he didn't know much about stand-up. "Plus, I wanted something to help me unwind between my advanced game development courses," he explains. "To my surprise, I learned more about public speaking and writing in this course than in any other class I took at DePaul." Gracias, who describes his stand-up style as situational storytelling, detailed a family trip to India for his Zanies set. "I mine my life for funny moments, then exaggerate them slightly for comedic effect—although sometimes, no exaggeration is required," he notes wryly.

Despite professing varying degrees of anxiety, the students all found their personal rhythms on stage at Zanies—quite literally in a few cases, as a handful of students parodied dance moves during their sets. "I always tell them, you just have to get onstage and do it," Bozeman says. "It's the hardest thing to do, but once you're up there, it's magic."



"NO MATTER WHAT FIELD
THEY GO INTO, THIS CLASS
CAN HELP STUDENTS LEARN
HOW TO PITCH A PROJECT
OR EXPRESS AN IDEA."







Six seniors in the School of Computing returned to campus this fall already armed with bachelor's degrees. During the 2014-15 academic year, each student earned a BS in business administration by studying abroad at the Ecole de Commerce Européenne in Lyon, France, and Linköping University in Linköping, Sweden. Known as the Atlantis Dual Degree Program, this intensive study abroad experience also incorporates an inbound exchange program; this year, the seniors are hosting their European counterparts as they work toward their MS in information systems degrees from DePaul. Since 2007, 60 DePaul students and 45 European students have completed the program.

Transitioning to a European mode of education wasn't always easy. Marissa Pauly recounts that the class schedules in France changed on a weekly basis, while the Swedish system placed students in one high-level course at a time. "In my management control course, students do 18 difficult case studies," shares Gunilla Söderberg, the Atlantis program director in Linköping. "We start the week with lectures, and then review the cases on Thursdays and Fridays. They really have to come to class prepared."

Fernando Peña (CDM '13), who participated in the Atlantis program in 2011-12, still vividly remembers the amount of effort he put into each of his courses. "In Sweden, we basically wrote our own chapter in an academic textbook," he says. "Writing that with my partner was like having a nine-to-five job. We met every day for two months straight at 8 a.m. and didn't finish until early in the evening." In his current position as a front-end developer, it's no surprise that Peña uses the technology skills he acquired at DePaul, but he also relies on his strong business foundation when interacting with clients and colleagues.

"With this program, I've been able to build a bridge between both fields, and I hope to apply that to my future career."

For Pauly, the ability to earn two degrees in subject areas housed in different colleges at DePaul prompted a rethinking of her academic path. "I actually enrolled in the Driehaus College of Business and switched to CDM specifically for this program," she says. "Business and technology are two separate interests of mine, and now I will have degrees in both areas." Hannah Corrello found that the distinction between the two areas isn't as stark as people may think: "With this program, I've been able to build a bridge between both fields, and I hope to apply that to my future career."

"I liked how my DePaul professors incorporated business concepts into technical courses."



Photo credit: Brooke McEntee

Outside of academics, the Atlantis students also appreciated the opportunity to expand their horizons. Senior Erik Jensen grew up in a small town in Colorado and was still adjusting to Chicago's fast pace when he decided to apply for the program. Now his passport bears stamps not only from France and Sweden, but also from Belgium, Denmark, Germany, Ireland, the Netherlands and Norway. "I've met great people from all over the world," he says. "My worldview has definitely expanded."

The travel bug also bit Pauly during her time abroad. "Now that I have more experience understanding multicultural perspectives, I'd love to get a job where I can travel or work in other countries," she shares. Swedish student Helen Yildiz

already achieved this goal. She spent last year at DePaul and secured an IT job with a company in London before she graduated. "I liked how my DePaul professors incorporated business concepts into technical courses," Yildiz says, while her classmate Alexander Jaderbo was impressed with his professors' obvious passion for IT. "My professors in Sweden didn't have such relevant experience in information systems," he notes. Jaderbo enjoyed Chicago so much that he's hoping to obtain a work visa to stay in the country.

As Corrello buckles down for her senior year, she won't forget her year abroad. "This program helped me grow as a student and a person," she says. "I gained so much insight and made close friends. The memories I've made will last a lifetime."



Photo credit: Mark Bibat



Photo credit: Brooke McEntee

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Seen and Heard | IN THE LOOP



Starting Startups

Associate Professor Theresa Steinbach received a Visionary Award from the National Association of Women Business Owners for her recent work with middle and high school female students. During the 2014-15 academic year, Steinbach led dynamic entrepreneurship classes at DePaul for sixth-through 12th-grade students, who learned how to conduct market research, write business plans, pitch to investors and ultimately operate their own companies. All of those who participated in the pitch event received funding, with awards ranging from \$150 to \$2,300.

Collaboration Roundtables

In April, the CDM Research Environment and Scholarship Committee organized its first CDM Faculty Research Mixer. "We want to think about ways we can foster collaboration among faculty," said Assistant Professor Sheena Erete during her opening remarks. "Another objective is to identify potential opportunities for research partnerships with industry sponsors."

The mixer featured industry guests from GE Capital and Motorola Solutions, a cocktail hour, short introductions to faculty research and brainstorming sessions. Synapses were firing as more than 30 faculty members and industry guests met in six groups to discuss areas of overlap and possible new projects. Soon after the mixer, Dean David Miller announced a new interschool grant initiative, the CDM Collaborative Research and Creative Activity Grant, to support faculty teams engaged in multidisciplinary research projects or creative endeavors across disciplines.

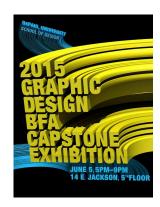


From Silent to Sound

Assistant Professor Robert Steel was tapped to score "Junk Girl," a film by Mohammad Zare and Shalale Kheiri, for the Music Box Theatre's Sound of Silent Film Festival in April. The stopmotion short, based on a Tim Burton poem of the same name, debuted at the festival to the accompaniment of a live chamber orchestra.

Gaming and Graphic Design on Display

Students from the graphic design and computer game development programs featured some of their best work during a capstone exhibition in June. Homemade books, clever packaging, linoleum block prints and glossy food recipes lined the hallway tables, while several rooms gave visitors the opportunity to play one of the capstone games, such as "Godlands," a project five months in the making.



New Faculty

CDM welcomed several new tenure-track professors this fall:

- Associate Professor Enid Montague in health informatics
- Assistant Professor Jonathan Gemmell in data science and predictive analytics
- Assistant Professor Amy Lockhart in animation

Additionally, Bill Ferguson joined the faculty as animator-in-residence. His wealth of experience includes 15 feature films for Walt Disney Animation Studios, including "The Lion King," "Aladdin," "Beauty and the Beast" and "Pocahontas."



Putting Python to Work

In May, the School of Computing hosted DePy 2015, an international conference on Python applications in data analysis, machine learning and web development. The two-day conference attracted a sold-out crowd of 177 participants from companies and organizations such as Bank of America, Braintree, Civis Analytics and Mintel. Professor Massimo Di Pierro, one of the conference organizers, led a tutorial of the open-source web application framework web2py, which he developed. Assistant Professor Jonathan Gemmell, who also helped organize the conference, offered a presentation about incorporating Kaggle, a platform for data prediction competitions, into one of his courses at DePaul. In his course, students joined more than 700 other teams working to create more accurate methods to predict outbreaks of West Nile virus in Chicago.

Bravo! Bravo!

- The Security Daemons, DePaul's cyber defense team, made it to the National Collegiate Cyber Defense Competition after winning both regional and state competitions.
- Undergraduate Cindy Jong was one of only 15 students across the country who received a scholarship from SWSIS—Scholarships for Women Studying Information Security—for the 2015-16 academic year.
- "Lucy," a film by CDM student Zoe Lubeck (LAS '14), was one of eight finalists for the 2015 BAFTA U.S. Student Film Awards. Lubeck's animated biographical short about her ardent childhood wish for a puppy also received the Special Jury Prize. The British Academy of Film and Television Arts U.S. received nearly 800 submissions from 89 film schools across the country for this year's competition. Watch Lubeck's film at bit.ly/lucyshort.
- Variety included DePaul in its list of 40 Showbiz Programs, citing the wide range of majors offered in the School of Cinematic Arts, as well as the school's dedication to providing practical learning experiences through its partnership with Cinespace Chicago.
- Eight student films were selected for the American University in Bulgaria's International Student Film Festival.



In Memoriam: Curt White

May 9, 1954–May 28, 2015

Associate Professor Curt White was a member of DePaul's faculty since 1998. He was co-director of the Qualitative Reasoning and Technological Literacy program and one of the principal creators of the LSP 121 course. White earned his bachelor's, master's and doctoral degrees in computer science/computer engineering from Wayne State University. At DePaul, White taught courses in computer science, programming, data communications, e-commerce technology and other subjects. His textbook "Data Communications and Computer Networks: A Business User's Approach" is in its eighth edition, and he wrote a regular column for the Association for Computing Machinery's publication Inroads. White also served as a Boy Scout Commissioner. He is survived by his wife, Kathleen, and his children, Hannah and Samuel, as well as many devoted friends, family members and colleagues.

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ALUMNI ADVICE FROM BILL GLOFF



After graduating from college, Bill Gloff (CDM MS '03) took a job at a software startup, but switched to consulting three years later. Although he didn't know it at the time, those two industries would ultimately define the course of his career. Now, as a senior consultant at Object Partners, he gets the best of both worlds. While Object Partners isn't technically a startup, Gloff's responsibilities include helping the Minneapolis-based IT company expand into Chicago. "With startups, it's fun to help grow a product and make a company more stable," he says. "But I also love the variety of consulting."

An internship with the City of Chicago during Gloff's last guarter at DePaul opened doors to several exciting opportunities. When one of his City of Chicago colleagues launched the consulting company CITYTECH Inc., Gloff was his first hire. Gloff stayed on for seven years—by which point

ALWAYS BE LEARNING

This is a big deal whether you work in consulting, startups or any other field. For me, this mandate is primarily technology-related as I strive to stay up to date on different programming languages and frameworks. I do this by reading articles and books, following blogs, watching what's trending on Twitter, attending conferences and even taking courses online. My knowledge varies from topic to topic, and that keeps things interesting.

NETWORK

I go to a lot of meet-ups and user group meetings, and I've been doing that for a long time. I'm also the founder of two user groups. Chicago Groovy Group, in operation from 2009 to 2011, focused on the Groovy language and associated frameworks. Now I run ReactChicago for anyone interested in the front-end framework React from Facebook. Plus, I'm going to start doing office hours at 1871 [a hub for digital startups in Chicago] as a way to share advice and network with others. Basically, it never hurts to put yourself out there and talk to people.

the company had grown to 30 employees—before accepting an offer from a former CITYTECH coworker's startup, Aisle 50. The new company's daily deal for groceries showed enough promise that it was invited to join the Y Combinator program, one of Silicon Valley's leading startup boot camps. "We had about 10 weeks to design and develop the architecture for the entire platform, so that was really exhilarating," Gloff notes. The company secured several million dollars in initial funding and was just recently acquired by Groupon.

Next up, Gloff took on the role of chief technology officer at the BigMarker startup, a webinar hosting platform, where he enjoyed leading a team. Eventually, though, it was time to head back to the consulting world. "At Object Partners, I'm on a project for a green energy company in Minnesota, so that's a new domain for me," he says. "I like to mix it up." Below, Gloff shares some of his top tips for career success.

GIVE TALKS AND PRESENTATIONS

Sharing your knowledge onstage is a great way to improve your public-speaking skills. Meet-ups are always looking for volunteer speakers, so that's one possible option if you need to practice presenting in front of a group. If you start getting really good, there might even be conference talks and lectures in your future, which is a pretty cool way to visit new places and share your knowledge.

WRITE

In this field, it's so easy to get caught up in technology and coding, but writing is such a critical skill. Consider creating your own blog to help develop your writing skills and enhance your visibility. I find writing to be one of those skills that unfortunately gets more difficult the less you do it. Honestly, I wish I did more writing!



Molly Baron (LAS '14) is going places. By the time she was 20, Baron had completed her undergraduate degree at DePaul and enrolled in CDM's digital communication and media arts (DCMA) master's program. Although Baron weighed acceptance letters from several different programs, DCMA won out thanks to its adaptable curriculum. "As an undergraduate, I had the freedom to customize my degree to my unique combination of interests— British literature and game design," Baron explains. "I chose DCMA because I could once again customize the curriculum around my individual aspirations. I also thought it would be a great way to enhance the versatility of my English degree."

To that end, Baron is not only writing a book based on her honors senior thesis; she's also creating an entire multimedia experience that extends her research and findings. Since her book focuses on representations of Sherlock Holmes in modern digital and interactive media, this comprehensive approach is especially fitting. "I've created a supplemental video, executed frequency analysis on the canon text and compiled big data research using Twitter archives to examine the multimedia afterlives of Sir Arthur Conan Doyle's characters," Baron says. "I'm also in the process of developing a website to host media examples and interactive elements that can't be properly portrayed in a textual medium."

Given the number of digital-based projects in her DCMA courses, Baron has found ample opportunity to apply those assignments to her Sherlock Holmes endeavor. "I'm using it as motivation," she asserts. "Each class leads to new skills to contribute to my project, so I'm more invested in my coursework than ever before." When she's not buckling down in the classroom or deep into research on Sherlock Holmes, Baron can be found working full time at the game development studio Robomodo and running the DeFRAG gameplay lab at CDM. While her busy schedule is certainly a lot to balance, Baron mastered this art as an active DePaul undergraduate who participated in the Honors Program, Honors Student Government, Swing Society, DeFRAG, the Screamin' Demons Pep Band and Sigma Tau Delta.

With her second year in the DCMA program now underway, Baron feels prepared and excited. "I'm learning about so many different topics," she enthuses. "The opportunities provided by this program are definitely worth it."

Interested in supporting creative and dedicated students like Molly Baron? Consider making a gift to one of the funds below.

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HEADING BACK TO SCHOOL?

DePaul alumni automatically qualify for the Double Demon Scholarship, which covers 25 percent of the tuition for graduate degree coursework in seven of DePaul's colleges and schools. Select certificate and non-degree programs are also eligible. Some restrictions apply.

Attend an upcoming graduate program information session or visit **go.depaul.edu/alumnischolarships** to learn more.

On-Campus Information Sessions

Wednesday, Oct. 21, 5:30–7:30 p.m. Thursday, Nov. 12, 5:30–7:30 p.m.

Online Information Sessions

Tuesday, Oct. 6, Noon Monday, Nov. 16, 3 p.m.

Preview Days

Monday, Oct. 26, 9 a.m.–5 p.m. Monday, Nov. 23, 9 a.m.–5 p.m. Thursday, Dec. 10, 9 a.m.–5 p.m.

Accelerated Admission

Thursday, Dec. 3, 2-6 p.m.