Welcome to the exciting world of Computer Science at California State University, Northridge! CSUN students are at the forefront of new technological innovations and discovery. From designing systems and software, to inventing new solutions, to bridging the technology gaps in education and communications, students are mentored and guided through their passion projects by expert faculty members.

We have developed this resource guide to assist you in locating organizations, events, and clubs on CSUN’s campus and in the surrounding San Fernando Valley community in the hope that the network of support for women and girls in computer science will continue to grow.
**Selected CSUN Faculty and Staff**

Hilary J. Baker, M. Arch.
Vice President for Information Technology and Chief Information Officer

Susan Belgrad, Ed.D.
Professor, Department of Elementary Education; Faculty Lead for STEM Leadership

Richard G. Covington, Ph.D.
Associate Professor and Chair, Department of Computer Science

Patricia Dousette, M.S.
Lecturer, Department of Computer Science

Pratima Dutta, Ph.D.
Director of Distance Learning, Tseng College

Jacob Enfield, Ph.D.
Assistant Professor, Department of Cinema and Television Arts

Amy Hsu, Ph.D.
Assistant Professor, Department of Computer Science

Ranjitha Kashyap, M.S.
Lecturer, Department of Computer Science

Gloria Melara, Ph.D.
Professor, Department of Computer Science
Faculty advisor to the AIMS² (Attract, Inspire, Mentor, and Support Students) grant for Hispanic/underserved students.

AIMS² includes Engineering and Computer Science and Education faculty, in collaboration with Community Colleges (Glendale, COC, Pierce, Moorpark, Mission). It also includes Summer Bridge.

Virginia (Yevgeniya) Mushkatblat, M.S.
Lecturer, Department of Computer Science

Ani Nahapetian, Ph.D.
Associate Professor, Department of Computer Science
Principal Investigator, TIDES Grant
Society of Women Engineers at CSUN (SWE)
www.ecs.csun.edu/tides

Vidya Nandikolla, Ph.D.
Assistant Professor, Department of Mechanical Engineering

Daniel Novak, Ph.D.
Assistant Director of Distance Learning, Tseng College

S.K. Ramesh, Ph.D.
Dean, College of Engineering and Computer Science
Principal Investigator, AIMS² Grant, www.ecs.csun.edu/aims2

Omar Ruvalcaba, Ph.D.
Assistant Professor, Department of Psychology
Research Focus: Girls of color and STEM

Diane Stephens, M.B.A.
Associate Vice President, Academic Resources and Planning
diane.stephens@csun.edu

Deone Zell, Ph.D.
Associate Vice President for Academic Technology

**CSUN Events and Organizations**

**Accelerated Coursework in Computer Science and Engineering for Student Success (ACCESS) Program**
College of Engineering and Computer Science & 12 area high schools; Deazell Johnson, ACCESS Coordinator
High school teachers take a summer workshop at CSUN and teach lab. High school students enroll in ACCESS course through CSU-wide Talented High School Program (THP)
www.calstate.edu/cce/annualreport/2012/northridge.shtml
www.ecs.csun.edu/ecs/enews/?x=entry:entry100616-143106
make.xseed.cmu.edu/knowledgebase/schools/schools/california-state-university-northridge

**Center for Engineering and Computer Science Research and Education**
College of Engineering and Computer Science
Promotes activities between the Engineering/Computer Science community and the College of Engineering and Computer Science.
www.csun.edu/engineering-computer-science/center-research-and-services

**CSUN Enrichment Program Courses for Girls in Computer Science**
Michael D. Eisner College of Education
Summer Program for Middle Schoolers: courses dedicated to coding, gaming, etc.
www.csun.edu/eisner-education/summer-academic-enrichment-program/enrichment-program

**META+LAB**
META+LAB provides an inter-disciplinary environment where selected CSUN students are mentored by professionals to be job-ready in the web development industry.
Contact: Stephen Fitzgerald at stephen.fitzgerald@csun.edu
www.metalab.csun.edu

**Society of Women Engineers (SWE)**
National Professional Society
www.ecs.csun.edu/swe/

**Virtual and Augmented Reality Showcase (VARJAM)**
CSUN competition where students develop augmented or virtual reality projects
www.csun.edu/varjam
CSUN Bonita J. Campbell Endowment/WISE Board

Bonita J. Campbell Endowment for Women in Science and Engineering
Mark Stover, Ph.D., Dean, Oviatt Library
Student Internships. Guest Speakers
library.csun.edu/WISE

Women in Science and Engineering (WISE)
Advisory group for Bonita J. Campbell Endowment for Women and Science

Laurene Abato-Earwood, M.S.
Chair, Bonita J. Campbell Advisory Board
M.S. Electrical Engineering, CSUN
High school youth robotics

Susan Belgrad, Ed.D.
WISE Board Member

Jennifer Herrera, M.S.
WISE Board Member
CSUN Alum, B.S. Manufacturing Engineering Management; M.S. Engineering Management

Diana Kulisek, M.S.
WISE Board Member
Quality Assurance Leader; Consultant; specialized needs, medical device industry, high tech computer manufacturing, computer software manufacturing.
CSUN Alum, B.S. Biology; M.S. Engineering

Phyllis Marbach, M.S.
WISE Board Member
President, International Council on Systems Engineering Los Angeles (INCOSE-Los Angeles), 35 years of aerospace industry experience

Kathleen Paulson
WISE Board Member
Retired mechanical engineer from the Engineering and Expeditionary Warfare Center. Involved in STEM outreach, 2013 CSUN Volunteer Service Award recipient
CSUN Alum, B.S. Engineering

Lily Shraibati
WISE Board Member
Volunteer, Robotics Education and Competition Foundation.
CSUN Alum, B.S. Engineering

Marilee J. Wheaton, M.S.
WISE Board Member
Executive Director and General Manager, The Aerospace Institute at the Aerospace Corporation. Fellow and Life Member of the Society of Women Engineers; active member of the Los Angeles Section for 28 years.

CSUN Student Clubs/Groups

CSUN Computer Science and Technology Club (CST)
CST aids and encourages future undergraduates from various high schools and Community Colleges to pursue a career in a STEM field
www.csun.edu/mic/apps/clublisting/directory.php?index=s

CSUN VEX Robotics Club
VEX Robotics is an international education initiative encouraging students of all ages to discover science, technology, engineering and math (STEM) fields related to robotics design, and supporting leadership, teamwork and problem-solving skills.
csunshinetoday.csun.edu/csun-leaders/csun-vex-robotics-club-qualifies-for-world-championship/

CSUN Women in Science (WiS) Facebook
www.facebook.com/CSUNWiS/

Radius 2.0
Radius 2.0 is a global consortium of student enterprises, which facilitates creative solutions by activating design thinking across all innovative disciplines. It provides advertising, integrated communication plans, and brand strategy solutions for businesses and organizations around the world. It does it while embracing art and design with a relentless focus on user experience.
www.radius20.com

VISCOM
CSUN’s on-campus student-run creative agency, providing design for brands, experiences, and time-based media for a wide range of regional, national and global clients.
www.viscomcenter.com
CSUN/Community Partnerships

CSUN/DIY Girls
After school computer science program for 5th-8th grade girls
10 week creative coding program with CSUN students in Computer Science and Engineering as instructors. CSUN/DIY Girls mission is to increase girls understanding & success in technology & engineering.
Luz Rivas, Founder. Pacoima. San Fernando Valley
www.cscproject.org/program/diy-girls-3
www.diygirls.org
www.diygirls.org/staff/

California Career Pathway Trust (CCPT)
$6 million grant to develop Career Pathways K-14
csunccpt.csunccpt.com/p/welcome-to-csun-ccpt.html
csunshinetoday.csun.edu/education/csun-faculty-break-down-silos-to-help-train-tomorrows-workforce/

NASA Educator Professional Development Collaborative (EPDC)
STEM Educator Professional Development Collaboration
Work with K-12 educators and CSUN STEM faculty
Susan Belgrad, Ed.D., Norm Herr, Ph.D. Principal Investigators. Michael D. Eisner College of Education
sites.google.com/site/csunnasastem/quarterly-reports

Rally in the Valley
Attracts 48% of upper elementary school girls to an annual LEGO Education Robotics competition.
www.liu.org/riv

San Fernando Valley High School Computer Clubs

Canoga Park High School
Robotics
www.canogaparkhs.org/clubs_and_organizations.jsp

Cesar Chavez Learning Academies, San Fernando
Academy of Scientific Exploration
ase-lausd-ca.schoolloop.com/projects

Granada Hills
CyberSecurity Club. Game Development Guild. STEM Club
www.ghchs.com/activities/clubs

John F. Kennedy High School, Granada Hills
Architecture and Digital Arts Magnet
www.jfkcougars.org/apps/departments/clubs.jsp

San Fernando Senior High School
Architecture and Robotics. AFA CyberPatriot
www.sanfernandohs.com/apps/pages/index.jsp?uREC_ID=124496&type=d&pREC_ID=staff
www.uscyberpatriot.org/Documents/CP-VII%20Current%20Team%20Registration%20List.pdf

San Fernando Valley High School Computer Clubs

Sun Valley High School
Robotics. AFA CyberPatriot
sunvalleyhs-lausd-ca.schoolloop.com/Robotics: sunvalleyhs-lausd-ca.schoolloop.com/Clubs

Sylmar Charter High School
Game Club
www.sylmarhs.org/
External Organizations

Code.org
Code Programs for Students and Educators
code.org/educate/pd/15-16/lausd
www.geekwire.com/2015/1m-girls-1m-african-american-hispanic-students-learn-code/

Codechix
Rupa Dachere, Executive Director And Founder, Advisory Board member for CSUN AIMS2 Grant
Codechix.org

Girls Academic Leadership Academy
First all-girls school (Middle and High School) in LAUSD with STEM Focus
www.galacademy.org/about

Girls Who Code
Reshma Saujani, Founder
Summer Immersion Program - High School Sophomore and Junior Girls and High School Clubs
reshmasaujani.com/
girlswhocode.com/programs/

National Center for Women and Information Technology
www.ncwit.org/programs-campaigns/aspirations-computing

National Girls Collaborative Project
Reaches and serves underrepresented girls in STEM
ngcproject.org/

Roominate
Bettina Chen, Founder
A line of STEM-focused building toys aimed for girls.
www.roominatetoy.com

Promote Computer Science
code.org/promote/ca

Whiz Girls Academy
Shirin Salemnia (Child/Family and Consumer Sciences ’02), Founder
The Academy is designed for tweens and teens, and features an engaging curriculum centered around science, technology, engineering and math, and an exciting, project-driven program with a secret agent theme. Lessons are Briefings, hands-on projects are Missions, and each member is a confident, empowered Agent on the ultimate mission to build practical knowledge about coding, healthy balanced lifestyles, entrepreneurship and more.
www.whizgirlsacademy.com/