

# Victoria C. Chávez

[victoria@vickiebananas.com](mailto:victoria@vickiebananas.com) | [vickiebananas.com](http://vickiebananas.com)

## Education

### **Northwestern University | Evanston, IL**

*Joint Ph.D. Student, Computer Science & Learning Sciences, expected 2026*

Advisor: Marcelo Worsley

### **Brown University | Providence, RI**

*M.A., Urban Education Policy – Computer Science Education*

Advisor: John Tyler

### **Brown University | Providence, RI**

*B.A., Computer Science & Hispanic Studies*

Advisor: John F. Hughes

### **University of Granada | Granada, Spain**

*Scientific and Technical Translation and Interpretation*

## Research & Teaching Interests

My research interests stem from asking “How can we make computer science a safe and joyous experience for Black, Disabled, Indigenous, and Latine/x college students?”. Particular areas of interest include: introductory and intermediate computer science, accessibility, student retention and attrition, broadening participation in computing, student support systems, department culture and organizational change, tech ethics, Universal Design for Learning (UDL)

## Current Positions

### **Northwestern University, Department of Computer Science | Evanston, IL**

Teaching Assistant, September 2022–Present

- ❖ Human Computer Interaction (Marcelo Worsley)
- ❖ Programming Languages (Vincent St-Amour)

## Higher Education Teaching Experience

### **University of Rhode Island, Department of Computer Science and Statistics | Kingston, RI**

Lecturer, June 2020–August 2021

- ❖ Computing Concepts
- ❖ Being Human in STEM
- ❖ Web Design and Programming
- ❖ Planning for Academic Success
- ❖ Data Structures and Abstractions
- ❖ Dynamic Web Design and Programming
- ❖ Computer Problem Solving for Science and Engineering

### **Community College of Rhode Island, Computer Studies Department | Warwick, RI**

Visiting Lecturer, January 2020–May 2020

- ❖ Intro to Computer Ethics
- ❖ Java Programming
- ❖ Advanced Java Programming

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## **University of Rhode Island, Department of Computer Science and Statistics | Kingston, RI**

Instructor, August 2019–May 2020

- ❖ Web Design and Programming
- ❖ Dynamic Web Design and Programming
- ❖ Computer Problem Solving for Science and Engineering

Lead Lab Teaching Assistant, August 2019–December 2019

- ❖ Joy of Programming (Vic Fay-Wolfe)

## **Brown University, Department of Education | Providence, RI**

Teaching Assistant/Co-Instructor, January 2019–May 2019

- ❖ The Craft of Teaching (Chris Buttimer)

Teaching Assistant, January 2019–May 2019

- ❖ Adolescence in Social Context (Chris Buttimer)

## **Brown University, Data Science Initiative | Providence, RI**

Head Teaching Assistant, March 2018–August 2018

- ❖ Introduction to Topics in Data and Computational Science (Daniel Potter)

Teaching Assistant, January 2018–May 2018

- ❖ Advanced Topics in Data and Computational Science (Eliezer Upfal)

## **Brown University, Computer Science Department | Providence, RI**

Teaching Assistant, September 2015–May 2016

- ❖ An Integrated Introduction, Functional Programming course (John F. Hughes)
- ❖ An Integrated Introduction, Object Oriented Programming course (Amy Greenwald)

Head Teaching Assistant, March 2016–December 2016

- ❖ An Integrated Introduction, Functional Programming course (John F. Hughes)

## K-12 Teaching Experience

### **Johns Hopkins Center for Talented Youth | Saratoga Springs, NY**

Teaching Assistant, July 2019–August 2019

- ❖ Fundamentals of Computer Science (Stephen O. Agyei-Mensah)

### **Scituate High School | Scituate, RI**

Computer Science Teacher, March 2019–June 2019

- ❖ Computer Science A
- ❖ AP Computer Science A
- ❖ Computer Science Principles
- ❖ AP Computer Science Principles
- ❖ Foundations of Engineering and Computer Science

### **Generation Citizen | Pawtucket, RI**

Democracy Coach, February 2017–May 2017

- ❖ Law and Society, Shea High School (James Matuszek)

### **Girls Who Code | Chicago, IL**

Teaching Assistant, June 2015–August 2015

- ❖ Summer Immersion Program, Microsoft (Chrissy Zicarelli)

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## Research Experience

### **Computer Science for Rhode Island (CS4RI) | Providence, RI**

Research Intern, September 2018–June 2019

- ❖ Proposed and conducted original research on the accessibility of computer science programs for students with disabilities in Rhode Island K-12 schools

### **Brown University | Providence, RI**

Research Assistant, May 2017–June 2019

- ❖ Collected and analyzed data for an education policy research project on curricula standardization.

### **Providence Children and Youth Cabinet | Providence, RI**

Summer Practicum Intern, June 2018–August 2018

- ❖ Created three professional development trainings for K-12 educators on trauma-informed practices in the classroom.

## Government & Non-Profit Experience

### **Code.org | Seattle, WA**

State Policy Fellow, September 2021–July 2022

- ❖ Collected and analyzed data to understand and support the expansion of Computer Science education in K-12 in the US, contributing to the 2022 State of Computer Science Report.
- ❖ Consulted on the accessibility of the 2021 State of Computer Science Report.

### **YWCA YWeb Career Academy | Woonsocket, RI**

Instructor, October 2020–August 2021

- ❖ Design and deliver curriculum for a 12-week intensive web design and development program for unemployed and underemployed women and people of color interested in pursuing technical careers.
- ❖ Advise YWCA for scalable and sustainable YWeb practices.
- ❖ Develop proposal for YWCA-URI partnership to enable participants to receive college credit for their participation in the program.

### **Computer Science for Rhode Island (CS4RI) | Providence, RI**

Consultant, June 2019–August 2021

- ❖ Help ensure communication and implementation strategies have a strong focus on broadening participation in computing. Collaborate with external research efforts and activities.

## Industry Experience

### **Microsoft | Cambridge, MA**

Software Engineer Garage Intern, June 2017–August 2017

- ❖ Designed and developed accessibility features for an existing Windows native application.

### **Twitter | San Francisco, CA**

Software Engineer Intern, May 2016–August 2016

- ❖ Developed tools to automate the process of reviewing ads (promoted tweets).

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## Publications

- Melo, N.A., Bettin, B.C., Castro, F., **Chávez, V.C.**, Huff, E.W., Jayathirtha, G., Jimenez, Y.A., Kivuva, M., Kong, M., Solomon, A. and Tsan, J. (2022). An Open Letter to the CS Ed Community. *The Papaya Project*. <https://the-papaya-project.github.io/letter>.
- Chávez, V. C.** (2021). Expanding Computer Science for All: Effectiveness of State Practices and Implementation. *Virtual American Education Research Association (AERA) Annual Meeting*. <https://doi.org/10.3102/1688247>.
- Chávez, Victoria**, and Alarcon, Taylor, "Increasing retention rates of undergraduates in STEM" (2017). Broader Impacts and Open Educational Resources, Brown University Student Publications. Brown Digital Repository. Brown University Library. <https://doi.org/10.7301/ZOB27SHR>.

## Conference Presentations and Guest Lectures

- Chávez, V. (2022)**. Designing with Accessibility in Mind. Tools and Technologies of the World Wide Web. *Northwestern University*. Evanston, IL.
- Chávez, V. (2022)**. Designing with Accessibility in Mind. Intro to Web Development. *Northwestern University*. Evanston, IL.
- Chávez, V. (2022)**. Accessibility in STEM. Howard Hughes Medical Institute Inclusive Excellence Faculty Cohort. *Rochester Institute of Technology*. Rochester, NY.
- Brown, S. M., **Chávez, V.** (2021). Centering Learning and Equity in Assessment. *Tapia Conference*.
- Giuriceo, C. M., Bryer, K., & **Chávez, V.** (2019). Engage, Excite, Educate, & Empower ALL Students: Broadening Participation and Success in STEAM. *Computer Science Teacher Association New England Regional Conference*. Boston, MA.
- Chávez, V.** (2019). Broadening Participation in Computing: Increasing Accessibility for Students with Disabilities. Ensuring Equity and Quality for All Students: Policies and Practice Reconsidered. *Brown University*. Providence, RI.
- Giuriceo, C. M., Bryer, K., **Chávez, V.**, Forsythe, D. (2019). Engage, Excite, Educate, & Empower ALL Students: Broadening Participation and Success in STEAM. *Increasing Diversity, Equity and Leadership STEM Conference for Youth*. Providence, RI.
- Chávez, V.** (2019). Increasing Retention Rates of Undergraduates in STEM. Social Inclusion and Social Justice Conference. *Shippensburg University*. Shippensburg, PA.
- Chávez, V.** (2018). Increasing Retention Rates of Undergraduates in STEM. Computer Science Undergraduate Research Symposium. *Brown University*. Providence, RI.

## Service Experience

### Professional Service

- ❖ Workshop Reviewer, **SIGCSE 2021**
- ❖ Collegiate Award Reviewer, **NCWIT 2018**
- ❖ Aspirations in Computing Educator Award Reviewer, **NCWIT 2018**
- ❖ Award for Aspirations in Computing Reviewer, **NCWIT 2014**

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## Institutional Service

- ❖ Computer Science & Statistics Undergraduate Committee, **University of Rhode Island**, June 2020–July 2021
- ❖ Computer Science & Statistics Diversity Committee, **University of Rhode Island**, June 2020–July 2021
- ❖ exploreCSR Program Committee, **University of Rhode Island**, June 2020–April 2021

## Professional Development

### **Teach Access | Online**

- ❖ Teach Access Study Away Program, Spring 2022

### **Alliance for Identity-Inclusive Computing Education (AiiCE) | Online**

- ❖ Cultural Competence in Computing (3C) Fellow, Cohort 1, Spring/Summer 2021

### **University of Rhode Island, Department of Computer Science and Statistics | Kingston, RI**

- ❖ Teaching for Learning HIT Seminar Fellowship, Fall 2020
- ❖ Hybrid Online Bootcamp (for teaching hybrid sync/async online courses), Summer 2020

### **Campus Compact | Online**

- ❖ Campus Compact Fusion Accelerated Course, Summer 2020

### **Code.org | Online**

- ❖ Inclusive and Culturally Relevant Lesson Planning, Summer 2020

### **Community College of Rhode Island Computer Studies Department | Warwick, RI**

- ❖ Effective Practices in Online Teaching Course, Spring 2020