



UNIVERSITY OF WINDSOR
COMPUTER SCIENCE SOCIETY
MONTHLY NEWSLETTER

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NEWSLETTER INTRO

BY HIBA REHMAN

Hello, CSS!

My name is Hiba and I'm the Promotions Coordinator for the Computer Science Society student board!

We'd like to introduce our new style of newsletters where we'll be covering some of our best events and highlights. If you have anything to add that you'd like to see included in future newsletters, please don't hesitate to reach out to us!

In this edition, we'll be covering our first ever in-person WinHacks, our first game night held exclusively for first-years, and highlights from CUSEC and CS Games 2024!

Happy reading 📖!



WINHACKS 2024: THE IN-PERSON EXPERIENCE

BY VIVIAN TANG

Where It Began

WinHacks was first created four years ago, but due to the global pandemic, it was hosted online. In 2024, the event was held in-person for the first time during reading week.

The event brought together over 130 participants, volunteers, and sponsors from the Windsor-Essex tech community for a weekend of collaboration, skill development, workshops, and networking. Up to \$2000 in prizes was given out to the top hackers.

Why Attend?

Hackathons provide opportunities for tech enthusiasts to collaborate, innovate, and solve real-world problems. As well, it is a way for future developers to network with companies and explore future career pathways. It's important we continue investing in local tech talent to ensure WinHacks' continued success in the years ahead.



Future Plans

WinHacks has received much positive feedback from hackers, many saying they're already looking forward to next year's hackathon. You can hope to expect more from future hackathons.

More information on WinHacks, and photos from the weekend, can be found [here](#).



CSS: FIRST-YEAR GAME NIGHT

BY KATARINA MANTAY

What is Game Night?

Game Night is a popular CS event held to bring together all gaming enthusiasts. On February 15th, CSS held its first-year game night, and it was a huge success! The turnout was fantastic, with attendees enjoying a lively atmosphere filled with laughter, friendly competition, and good vibes all around. From intense chess matches to casual games like mafia and cup pong, there was something for everyone to enjoy.

What did it look like?

The java lounge was transformed with fun LED colors and fairy lights, turning the java lounge into a lively venue. However, what truly made the night special was the opportunity for attendees, especially first-year students, to connect with fellow CS peers. These events go beyond just having fun; they're also about building relationships and creating lasting memories with fellow first-year students! People were laughing over games, while others just hung out, chatting and making new friends. It was a fun evening for everyone!



Future Plans

A heartfelt thank you goes out to everyone who helped organize the event and to all those who attended. CSS looks forward to hosting more events like this in the future and hopes to see everyone there again!





THE CANADIAN UNDERGRADUATE SOFTWARE ENGINEERING CONFERENCE (CUSEC)

BY JOSHUA LEBERT

About CUSEC

The Canadian Undergraduate Software Engineering Conference (CUSEC) is an annual conference, held in Montreal, organized by students for students. During the conference, you have the opportunity to network with other students, attend panels, meet with sponsors, and explore Montreal.



My Experience

I attended CUSEC, my first ever software engineering conference, along with a group of fifteen others as a UWindsor Delegate. CUSEC is targeted towards undergraduate students, and as such it has a very approachable atmosphere which makes it a great choice for first time conference attendees. During the conference, I had the chance to get acquainted with people that I likely never would have otherwise met.

Why You Should Go

Attending CUSEC provides you with knowledge and connections that can be incredibly invaluable in the software engineering industry. As well, it's a good way to meet new people and socialize.

I would highly recommend CUSEC to those interested in attending their first software conference!



CS GAMES 2024

BY VIVIAN TANG

The Computer Science Society proudly sent two teams, //path/ogens and Code Green, to CS Games 2024 in Montreal. They returned with an impressive haul of four trophies, surpassing last year's achievement by one.



- 1st place: Debugging (Gabriel, Tanzim)
- 1st place: Database (Borhan, Cam)
- 3rd place: High Performance Computing (Brad, Tanzim)
- 3rd place: Chatbot (Faraan, Raymond)

This success was made possible by the unwavering support of the Computer Science Society, School of Computer Science, and Faculty of Science. With their backing, our teams continue to elevate UWindsor's reputation and showcase our excellence in computing.

