The University of Washington (UW) is proud to be one of the nation’s premier educational and research institutions. UW Continuum College (UWC²), the continuing education branch of the University of Washington, has been building bridges between the UW and communities across the globe since 1912.

International & English Language Programs, one of UWC²’s units, has an outstanding opportunity for a Part-time Lecturer and Part-time Curriculum Developer within its new Global IT Foundations Program. Class sessions meet on weekday afternoons and will be located at Puget Sound Plaza.

Position Title: Algorithms and Data Structures Lecturer, Part-Time
Algorithms and Data Structures Curriculum Developer, Part-Time

Appointment Period: Autumn quarter 2018 (course dates are November 5 – December 7)

Closing Date: Open until filled

Salary: Lecturer: $9,000
Curriculum Developer: $500 (must be combined with Lecturer position)

The Algorithms & Data Structures course is part of the Global IT Foundations Program, a 3-quarter full-time certificate program designed for international students wishing to learn more about IT concepts and skills in a variety of IT areas. Core program courses include:

- Foundations of Programming: Python
- Algorithms & Data Structures
- Network and Systems Administration
- Foundations of Web Design & Development
- Introduction to Programming with JavaScript
- Introduction to Localization
- Foundations of Database Management
- Database Design
- Project Management Fundamentals

In addition to these core content courses, students will also select one communication-focused elective course each quarter. Elective choices include:

- Business Presentation Skills
- Workplace Communication
- Application & Interview Preparation
- Technical Writing

All program courses are taught in an in-person format on weekday afternoons at our downtown Seattle location. The program is designed for international students aged 18 and over, with advanced levels of English proficiency and an interest in IT. No prior IT experience is required for entry to the program.
Lecturer Commitment and Responsibilities:

- Deliver lectures for each class using specific course curriculum developed by the curriculum developer (below)
- Collaborate with program director and UWC² IT administrators to ensure classroom software needs are met.
- Grade and formally submit grades for all student assignments, including any group work and final projects
- Attend all program planning meetings
- Develop lab assignments/projects
- Complete course debrief survey

Curriculum Developer Responsibilities:

- Provide UWC² program director with completed curriculum prior to start of program and all curriculum modifications at conclusion of program. Curriculum includes:
  - Updated syllabus template and curriculum page
  - Updated course scope and sequence
  - Course calendar
  - Daily lesson plans (can be combined with calendar)
  - Lecturer course guide
  - Materials and assessment rubric

Qualifications:

- 3 or more years of experience with the tools and languages listed in the course description
- Undergraduate degree required, advance degree preferred, in a relevant field
- Teaching experience desired, including leading hands-on activities and research projects
- Excellent organizational and decision-making skills
- Excellent oral and written communication skills
- Experience working/interacting with students from non-U.S. cultures

Lecturer Compensation:

$9,000 paid over autumn quarter 2018. Salary is distributed according to UW dates and procedures.

Curriculum Developer Compensation:

$500 paid in lump sum upon receipt of completed and approved curriculum deliverables to UWC² program director.
Algorithms & Data Structures

Algorithms and data structures are the essential frameworks for solving almost any computer engineering problem. A fundamental grasp of these tools is key to helping you understand how computers and programming languages work and what makes a specific solution the optimal one. There are many algorithms and data structures in the modern software engineer’s proverbial tool belt: languages, frameworks, libraries and more. Choosing the right approach for a particular problem and forging an effective solution hinges on in-depth knowledge of the relative strengths and weaknesses of each tool.

In this course, you’ll examine, create, compare and test the major types of algorithms and data structures. We’ll cover how to optimize the skills you’ve already mastered and how to create more advanced tools as necessary. Learn to think like a computer scientist, and take an engineering approach to solving complex problems. Topics include:

- Bits and Bytes
- Basic Types
- Strings
- Recursion
- Big O Notation
- Stacks
- Queues
- Searching and Sorting
- Linked Lists
- Binary Trees and Graphs
- Parsing
- Hash Tables

APPLY TO TEACH

Electronic applications must include a cover letter outlining your interest in pursuing this position, along with a current resume or curriculum vitae to:

Position Selection Committee
globit@uw.edu
No phone calls will be accepted.

Please put the words Algorithms & Data Structures in the subject line of your email, and specify in your cover letter if you are interested in both teaching and curriculum design or only teaching.

The University is an affirmative action, equal opportunity employer. To build on a culturally diverse faculty and staff we strongly encourage applications from women, minorities, individuals with disabilities and covered veterans.

Thank you for your interest in this position.