



**KTBYTE**

**Computer Science Academy**  
[www.ktbyte.com](http://www.ktbyte.com)



# WHAT DOES KTBYTE DO?

---

***KTBYTE Computer Science Academy strives to develop and deliver the highest quality Computer Science education programs to students ages 9-18 worldwide.***

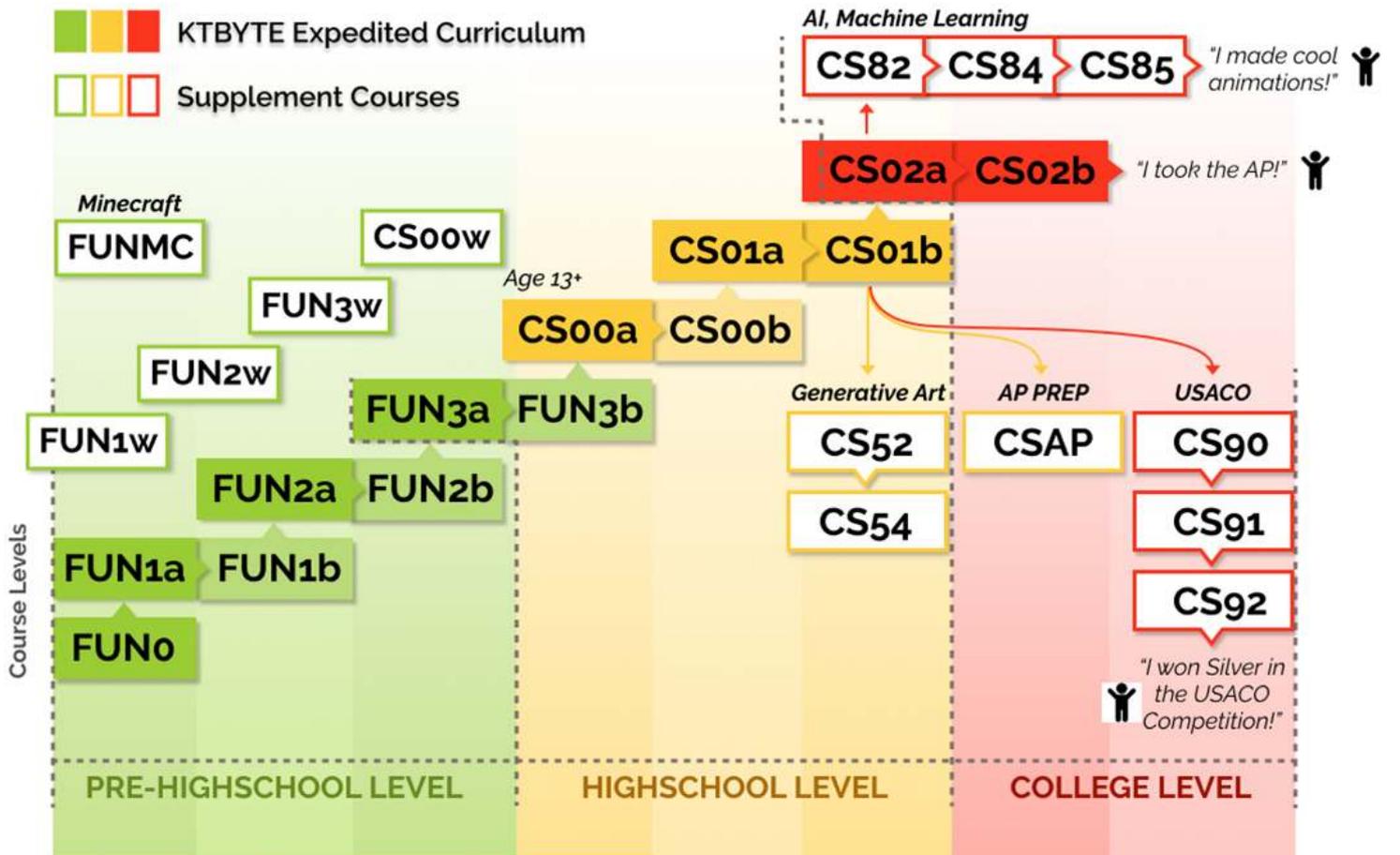
Our students will develop a foundation of computer science knowledge and learn new approaches to problem solving that harness the power of computational thinking to become both users and creators of computing technology.

Not only do we want to stimulate young students' interests in Computer Science, we also want to help them achieve higher goals.

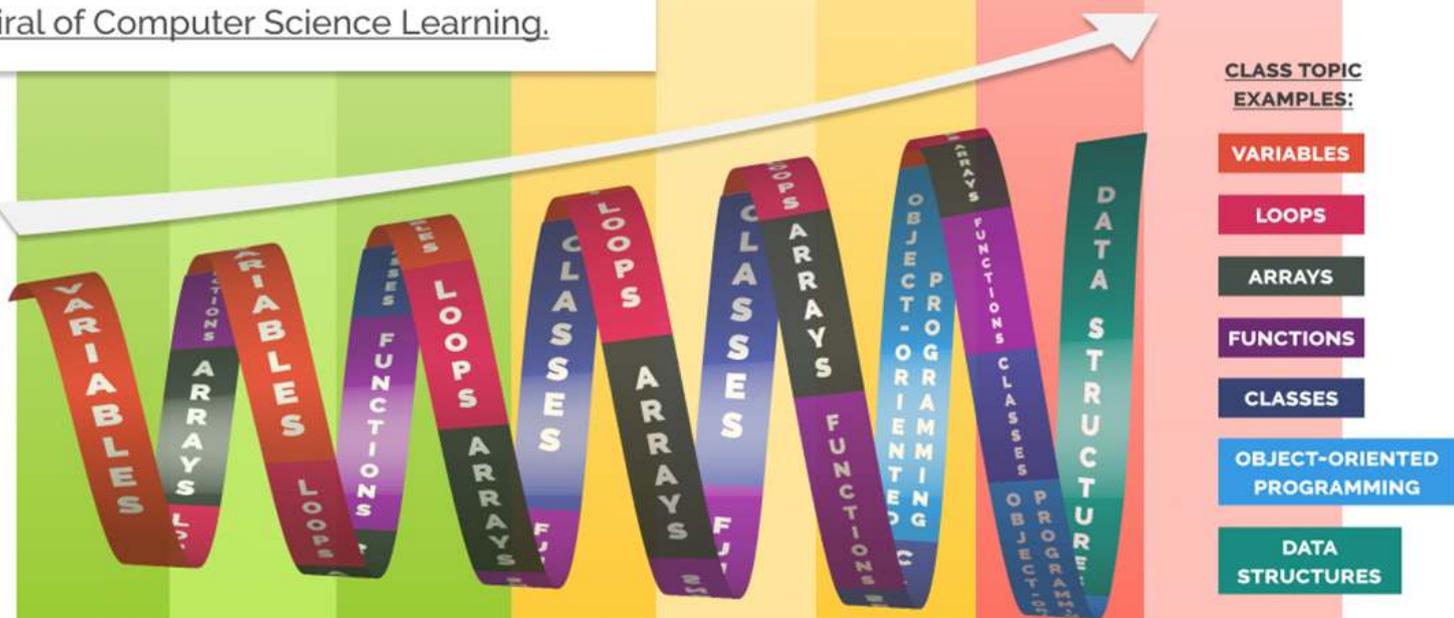


# HOW IS KTBYTE DIFFERENT FROM SIMILAR ACADEMIC PROGRAMS?

KTBYTE offers a progressive and rigorous curriculum that is for students 9-18 years old. Our classes range from basic programming to college-level courses. We offer classes that are different from the standard curriculum for high-school students, such as USACO prep courses, Generative Art and Design courses, and even Machine Learning courses.



**Interrelated Topics** in the increasing spiral of Computer Science Learning.



# WHAT IS OUR CLASS FORMAT?

---

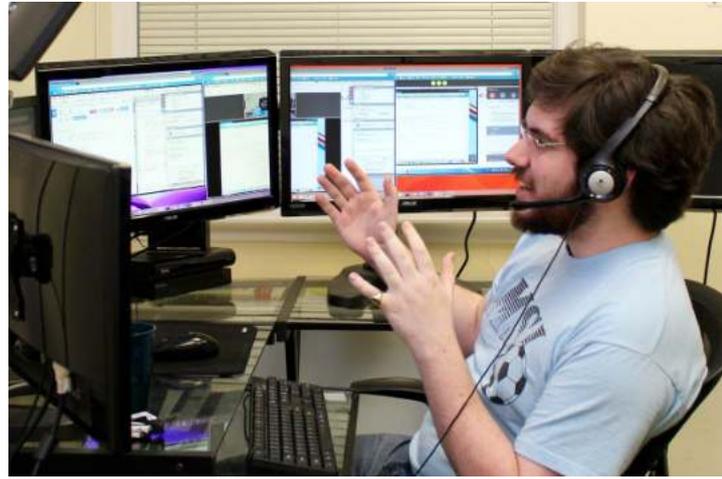
We have live online webconference classes, as well as classes in-person:

Anyone in the World Can Take Our Live Online Webconference Classes!

Webconference allows personalized instruction from teacher.

- Zero travel time for students
- Teacher can see the screens of all students at once.
- 1:8 Teacher-to-Student Ratio (One-on-one student attention. Large class sizes have teaching assistants.

Our In-Person Classes are in Lexington, MA.



# HOW DO YOU ENSURE A HIGH QUALITY EXPERIENCE IN ONLINE CLASSES?

---

Our instructors spend many hours a week prepping for each individual class that they teach. Through our Virtual Machines, our instructors can see exactly what is on your student's screen during class, and can help them work through any obstacles they experience.

Often, our instructors notice that a student is struggling with a problem before the student decides to ask a question about it.

Also, we provide report cards and progress reports for students and parents to track the student's progress in class.

If a student needs help with homework, we provide Office Hours to ensure that our students get all the help they need. Office hours are led by our highly qualified teaching assistants. It is an easy and free way to get immediate feedback on your code. Our homework is difficult - office hours can help you overcome obstacles and develop a stronger understanding of the material!



Almost all of our instructors are and most of them have years of experience teaching, coding, and working with computer science. They have worked at companies such as Google, Amazon, Microsoft, and more!

## WHO ARE OUR TEACHERS?



**Chi Bong** graduated from Cornell University with a degree in Computer Science. Before joining KTByte, he worked on products like the Windows Phone and Amazon Kindle. He teaches all levels of KTByte courses.



**Andrew** also graduated from Cornell University with a degree in Computer Science and worked at Microsoft before joining KTByte. He discovered his passion for computer science when he was a teenager. He primarily teaches advanced classes and Olympiad Competition Prep.



**Alan** graduated from St. Johns college with a double major in Philosophy and Math, with a focus on educational theory. He has taught students ranging from kindergarten to college on Mathematics, English, Science, and CS. He had a great love of Formal Logic and languages in College, and Computer Science felt like the natural blending of the two disciplines.

The saying 'those who can't do, teach' does not apply to our teachers. Not only does our staff teach, they create the curricula, AND program all the software that supports the classes.

For example, our staff coded the entire front and back end of the KTBYTE.COM (& KTBYTE.CN) website, the guided-assignment coder for students to learn and do homework, and also the free Java Programming tutorials and textbooks for students!





## WHAT HAVE KTBYTE STUDENTS ACCOMPLISHED?

KTByte Alumni have placed in regional and national competitions, participated in selective programs such as MIT PRIMES (Program of Research in Mathematics, Engineering and Science for High School Students), and done internships computer science and other related fields.

15 STUDENTS ACCEPTED INTO MIT PRIMES (2014-2017)

80+ STUDENTS PLACED IN RENOWNED USACO PROGRAMMING COMPETITION (2014-2017)



## WHAT DO KTBYTE ALUMNI GO ON TO ACCOMPLISH?

KTBYTE alums perform well in academic settings. Our students ace their AP CS courses and exam. They also are incredibly successful in the college admissions process. KTBYTE students have been accepted to schools like Brown, Carnegie Mellon, UChicago, Columbia, Cornell, Dartmouth, Duke, Harvard, Johns Hopkins, MIT, UPenn, Princeton, Tufts, and Yale, and many more! USACO PROGRAMMING COMPETITION (2014-2017)

## WHAT ARE SOME SHORT TERM BENEFITS FROM TAKING A KTBYTE COURSE?

Some short term benefits are learning useful computer science concepts and building fun projects! Instructors try their best to make each class productive and interesting, so that the students can get the most out of their experience.

**KTBYTE**  
Computer Science Academy

KRISTEN IS A  
**MECHANICAL  
ENGINEERING**  
MAJOR AT CORNELL!

"In the future, I hope to work on improving autonomous vehicles. **KTBYTE** helped me build the Computer Science foundation to reach that goal."

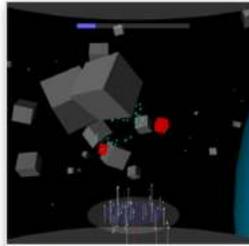
- Kristen, 18

# Made by Students PROCESSING.JS PROJECTS

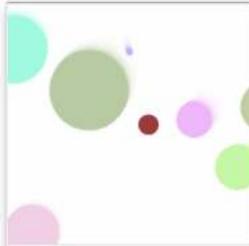
Register to create / export projects via the [coder](#).

Top Top-Month Most Recent

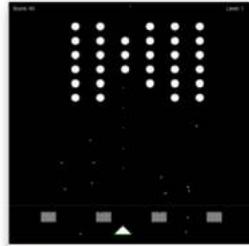
1 2 3 4 5 ... →



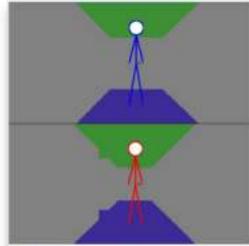
**Singularity**  
By: Willy  
The very core of a space simulator  
hits: 18626



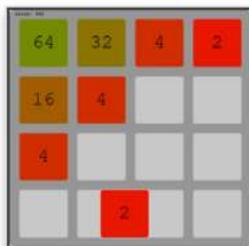
**Circumvent**  
By: Ewan Wang  
Game. 2D. Simple  
hits: 9396



**Invaders**  
By: Ben  
An illustration of using many classes to make  
Invaders  
hits: 1578



**Hunt**  
By: Ryan Huang  
A first-person action thriller  
hits: 896



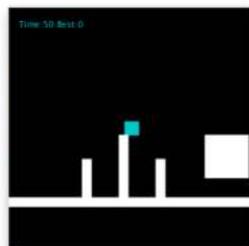
**Sample048**  
By: Ben  
2048 in 4x4 lines  
hits: 617



**Doodle Jump**  
By: Mark Guan, Tommy Wang  
Like the app but not  
hits: 554



**Super Sumo Bros**  
By: Bryan Wang, Andrew Hu  
Push your opponent off the platform  
hits: 441



**Platformer race**  
By: Larry  
A game for 1k competition  
hits: 377



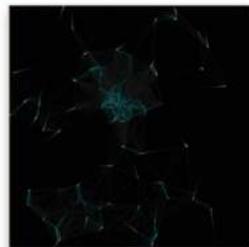
**BFS**  
By: Ben  
An illustration of Breadth First Search on a grid  
hits: 358



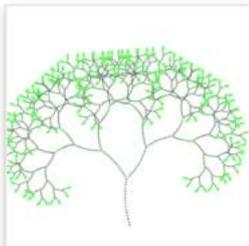
**VanGoghify**  
By: Ben  
A Vincent Van-Gogh image stylizer  
hits: 318



**wweep**  
By: Benjamin  
A wifi icon, example 1k contest project  
hits: 295



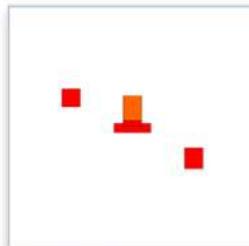
**gravity**  
By: Benjamin  
Gravity 1k Demo by Benjamin  
hits: 286



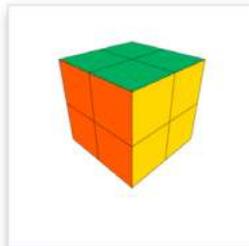
**tree**  
By: Benjamin  
1k Contest Example  
hits: 266



**spiral**  
By: Benjamin  
Spiral 1k Example  
hits: 256



**Rectangle Collision Example**  
By: Betsy  
example rectangle collision  
hits: 254



**Mini Cube**  
By: Ryan Huang  
A handy puzzle  
hits: 251



**TypingMaching**  
By: Ben  
Create a simple typing game  
hits: 246



**Emerge**  
By: Erik  
Infinite 3rd Racing  
hits: 211



**My Dads Birthday Card**  
By: Yavor Litchev  
Happy Birthday Card for Dad  
hits: 206



**Mesmerizing Phylotoms**  
By: Jeffrey Damon Wang  
Very, very, very mesmerizing. Almost hurts  
your eyes  
hits: 180

# PROJECT- BASED LEARNING

We encourage creativity.  
Explore web enabled games  
made by students.

Our classes cover lots of  
different projects, while  
diving deep into the  
subjects.

