

VP of Projects and Judge Experience @ NucleateCultivate

Roles and Responsibilities | Location: Remote | Updated on May 18, 2023

About Nucleate Cultivate

Nucleate Cultivate is dedicated to enabling the next-generation of graduate and undergraduate food and ag tech pioneers. Previously known as Cultivate Tomorrow, we are the first US-based student organization to create a hackathon regarding the challenges of the current cellular agriculture and precision fermentation landscape.

It all starts with the right team—a team that deeply cares about values, our community, and each other. We aim to change the future of cellular/acellular agriculture education forever.

As our VP of Projects and Judge Experience, you will have the opportunity to ideate the prompts and evaluation criteria for the hackathon and be the point-of-contact for judges who evaluate the final proposals and select the winners.

This role would be approximately 5-8 hours per week. Most heavily involved the month leading up to events (eg. hackathon), and as needed throughout the year.

Roles and Responsibilities

Key Outcomes

1. Well-defined and engaging project prompts for education programs.
2. Clear and comprehensive evaluation criteria for judging projects.
3. Diverse and knowledgeable group of expert judges across various hackathon tracks.
4. Seamless onboarding experience for judges, providing them with the necessary resources and support.
5. Effective collaboration with the hackathon team and Vice President of Education to align goals and objectives.
6. Continuous improvement of project prompts, evaluation criteria, and the judge experience based on feedback and identified areas for enhancement.

Responsibilities

1. Project Prompts and Evaluation Criteria: Ideate, define, and write-up hackathon and project prompts, ensuring they align with the goals and objectives of the education programs. Develop clear and comprehensive evaluation criteria for projects to guide the judging process.
2. Judge Recruitment: Seek out a diverse group of expert judges for each hackathon track, ensuring a wide range of expertise and perspectives. Facilitate effective communication and coordination with the judges throughout the process.
3. Judge Onboarding Materials: Create comprehensive onboarding materials for judges, including slide decks, videos, surveys, and scorecards. Provide them with the necessary resources to understand their role, the evaluation process, and program expectations.

4. **Collaboration:** Work closely with the hackathon team and the Vice President of Education to align project prompts, evaluation criteria, and judge requirements with the overall goals and objectives of the education programs.
5. **Seamless Onboarding Experience:** Ensure a smooth and engaging onboarding experience for judges, addressing any questions or concerns they may have and fostering a sense of community among judges.
6. **Feedback and Improvement:** Collect feedback from judges and participants to identify areas for improvement in project prompts, evaluation criteria, and the judge experience. Collaborate with the team to implement enhancements for future education programs.

Sounds Like You?

- **Project Management:** Strong ability to ideate, define, and write-up project prompts and evaluation criteria for competition-style education programs.
- **Judge Recruitment:** Proven experience in seeking out and engaging diverse expert judges, building relationships, and facilitating effective communication.
- **Onboarding and Training:** Proficient in creating onboarding materials, slide decks, videos, and other resources to guide judges through the evaluation process.
- **Collaboration:** Excellent interpersonal and collaboration skills to work effectively with the hackathon team and Vice President of Education to ensure alignment and program success.
- **Attention to Detail:** Strong attention to detail to ensure project prompts and evaluation criteria are comprehensive, clear, and aligned with program objectives.
- **Problem-Solving:** Proactive in addressing challenges, solving problems, and ensuring a seamless experience for judges.
- **Feedback and Improvement:** Openness to receiving feedback, gathering insights, and implementing improvements to enhance project prompts, evaluation criteria, and the judge experience.