Endless career opportunities

Artificial intelligence. Be a leader in designing systems that solve problems intelligently. Algorithms create smart game opponents, learn from examples, cooperate or compete in groups, discover new information in texts, and help people with disabilities communicate.

Software engineering. Design and create software for everything from medical devices to cell phone “apps” to social games. Software Engineer ranks as the best job, according to many Jobs Rated reports.

Graphics and vision. Be a part of breakthrough research in computer graphics and vision. Graphics make complex data patterns visible and create wonders on the screen, while vision pertains to the eyes of robots, playing a crucial role in enhancing their intelligence.

Biomedical informatics and computational biomedicine. Understanding disease and searching for cures in the modern biomedical era requires the development of innovative computational tools and algorithms for analyzing a myriad of data in the form of images, genomic sequences, protein and gene expression, vital signs and much more. Be at the cutting edge of research—help transform data into biomedical knowledge.

Computer networking. Become part of the Internet digital revolution that has completely altered our daily lives: smart phones, Internet TV and radio and social networks, transferring billions of bits per second and connecting billions of people anytime, anywhere. Many view computer networking as one of the best and “hottest” career fields available today.

Areas of department research include:
- Artificial intelligence and natural language processing, and information retrieval
- Networking
- High performance computing systems
- Multimedia
- Bioinformatics
- Software engineering
- Scientific computing
- Graphics and vision
- Robotics

Concentrations

Within the CS-BS degree program, students are encouraged to explore how other subject areas relate to computer science by creating their own four-course concentration in a related discipline.

Popular concentrations include:
- Management information systems
- Game design
- Networking
- Interactive media
- Artificial intelligence
- Software engineering
- Graphics and vision
Breadth requirements

The College of Engineering encourages students to take a well-rounded program of study. Breadth requirements include 18 credits of humanities and social sciences selected from an approved course list.

Program highlights

- Excellent classroom teaching: over 30% of the CIS faculty are University Excellence in Teaching award winners
- Undergraduate research opportunities (academic year and summers)
- Potential for study abroad earning CIS credit
- A full-time faculty advisor
- Customizable major through the concentration and technical electives
- Service learning opportunity—develop learning games on the XO to broaden participation in computing
- Significant team project experience
- Summer internship opportunities
- Small class sizes (40 or less) in the junior and senior years
- Participation on programming teams (e.g. ACM and Supercomputing)

Advanced degrees

Well-qualified computer and information science majors can pursue several advanced degrees, including:

- Master of Science
- Master of Science in Software Engineering*
- Doctor of Philosophy (Ph.D.)
- Certificate in Computational Science and Engineering
- Master of Business Administration

*Offered jointly with the Department of Electrical and Computer Engineering

Career resources

The Career Services Center provides comprehensive services to all matriculated undergraduate students, primarily in the development and implementation of career and educational plans. The Career Services Center can help you determine a major, find internships or full-time jobs, build your resume and cover letter, practice interview skills, apply to graduate or professional school, or network with employers. Visit www.udel.edu/CSC for details.

A list of Breadth Requirement courses is available at: http://www.engr.udel.edu/advise/breadth_req.html
See UD Catalog for course descriptions and a list of technical electives.

* Lab Science 1 & 2 must be from a single sequence: PHYS 207/208; CHEM 103/104; BISC 207/208; or GEOL 105 & 115/107.
Lab Science 3 must be selected from remaining science courses.

** CISC 355 counts as a University Breadth Requirement Elective in Creative Arts & Humanities
*** Or a 300 level or above Math course approved beforehand in writing by the advisor.

TOTAL CREDIT HOURS: 124