The curriculum in computer science is designed to prepare students to enter the rapidly expanding computer field. Curricula and courses are based upon recommendations by the Institute of Electrical and Electronic Engineering Computer Society and the Association for Computing Machinery. The Computer Science program is accredited by the Computing Accreditation Commission of ABET, www.abet.org.

**Program Mission**
The mission of the computer science program at Texas A&M University is to prepare intellectual, professional, and ethical graduates, capable of meeting challenges in the field of Computer Science; and to coordinate with other parts of the university to facilitate the effective use of educational resources by sharing cross-disciplinary courses.

**Program Objectives**
1. Graduates who choose to enter the workforce will become productive and valuable professionals in their field.
2. Graduates who choose to pursue advanced degrees will be able to gain admission to graduate programs and will become successful graduate students.
3. Graduates will understand the importance of lifelong learning to adapt to new technologies, tools and methodologies with the ability to respond to a changing world.

The four-year undergraduate curriculum in computer science at Texas A&M provides a sound preparation in computing, as well as in science, mathematics, English, and statistics. Students take a broad set of core computer science courses in the first two years, which exposes them to the main concepts in computing. During the last two years, students take elective computer science courses drawn from four tracks (theory, computer systems, software, and information and intelligent systems) to provide both breadth and depth. The electives can be used to tailor the curriculum to match the student's interests. Graduate courses may be taken by qualified students for some of the electives.

A major in computer science includes a 12-hour area of concentration. This allows students to design a course of study that complements their computer science coursework and takes advantage of opportunities offered by other departments across the University.

The Department of Computer Science and Engineering has significant computer resources of its own, shares resources with other departments and makes use of University systems. Departmental resources for students include modern workstations; large computer servers; disk servers; and massively parallel systems as well as network access to the University supercomputers.

Students must submit a formal degree plan during the first full semester in the department. Departmental advisors are available for assistance.

The Computer Engineering curricula provide a balanced view of hardware, software, hardware-software trade-offs, analysis, design, and implementation techniques. It is a dynamic and broadly interdisciplinary field that continues to experience rapid professional growth that impacts every area of human endeavor. The Computer Engineering program is accredited by the Engineering Accreditation Commission of ABET, www.abet.org.

**Program Mission**
The mission of the Computer Engineering program is to provide students with an education that ensures an excellent understanding of hardware and software systems and the necessary system design and development skills, and that fosters professional curiosity and imagination that drives them throughout their career.

The program will stimulate and challenge the students with an exceptional, highly motivated faculty that shares its knowledge and excitement about Computer Engineering, well designed undergraduate and graduate curricula, research opportunities at all levels, and a first-class educational infrastructure.

The program strives to produce graduates who are well prepared to excel in industry, academia and government, and who will take on leadership roles in shaping the technological landscape of the future.

**Program Objectives**
In support of this mission, the Computer Engineering program has defined the following educational objectives:

1. Graduates of the program will have the necessary knowledge, both in breadth and depth, to pursue the practice, or advanced study, of Computer Engineering.
2. Graduates of the program will understand the importance of lifelong learning, and be prepared to learn and understand new technological developments in their field.
3. Graduates of the program will understand the technical, social and ethical context of their engineering contributions.
4. Graduates of the program will develop the communication, teamwork, and leadership skills necessary to carry on the legacy of excellence of an Aggie Engineer.

The program periodically evaluates these objectives and assesses the level at which they are met. Input in this ongoing effort is provided by alumni, employers and recruiters, the faculty, and by external advisors to the program. This feedback drives the continuous improvement both of individual courses and of the overall curriculum. For more information on this process contact the Computer Engineering Program website.

Throughout this program, the student works with state-of-the-art computers and laboratory equipment and is exposed to the most recent analytical techniques and technological developments. Significant association with the program's faculty, who are actively engaged in research and professional consulting activities, serves to acquaint the student with the opportunities and rewards available to the practicing Computer Engineering professional.

**Faculty**
Ahmed, Sarker T, Instructional Assistant Professor  
Computer Science & Engineering  
PHD, Texas A&M University, 2016

Aklem, Ergun, Professor  
Computer Science & Engineering  
PHD, Georgia Institute of Technology, 1992
Kim, Eun J, Associate Professor
Computer Science & Engineering
PHD, Pennsylvania State University, 2003

Klappenecker, Andreas, Professor
Computer Science & Engineering
PHD, Universitat Karlsruhe, 1998

Kum, Hye Chung, Associate Professor
Computer Science & Engineering
PHD, University of North Carolina - Chapel Hill, 2004

Lee, Hyunyoung, Senior Lecturer
Computer Science & Engineering
PHD, Texas A&M University, 2001

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Computer Science & Engineering
PHD, Australian National University, 1998

Lightfoot, Robert H, Lecturer
Computer Science & Engineering
MS, Southern Methodist University, 1995

Liu, Jyh C, Professor
Computer Science & Engineering
PHD, University of Michigan - Ann Arbor, 1989

Loguinov, Dmitri, Professor
Computer Science & Engineering
PHD, City University of New York, 2002

Lupoli, Shawn V, Instructional Assistant Professor
Computer Science & Engineering
MS, Towson University, 2004

Mahapatra, Rabinarayan, Professor
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PHD, Indian Institute of Technology, Kharagpur, 1992

Moore, John Michael, Instructional Assistant Professor
Computer Science & Engineering
PHD, Texas A&M University, 2007

Mortazavi, Jack B, Assistant Professor
Computer Science & Engineering
PHD, University of California - Los Angeles, 2014

Murphy, Robin R, Professor
Computer Science & Engineering
PHD, Georgia Institute of Technology, 1992

Nakamura, Eduardo F, Visiting Associate Professor
Computer Science & Engineering
PHD, Federal University of Minas Gerais, 2007

Narayanan, Krishna R, Professor
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PHD, Georgia Institute of Technology, 1998

Quek, Francis K, Professor
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PHD, University of Michigan, 1990

Quinn, Michael D, Associate Professor of the Practice
Computer Science & Engineering
MS, University of Southern California at Los Angeles, 1978

Ragsdale, Daniel J, Professor of the Practice
Computer Science & Engineering
PHD, Texas A&M University, 2001

Rauchwerger, Lawrence, Professor
Computer Science & Engineering
PHD, University of Illinois, 1995

Ritchey, Philip C, Instructional Assistant Professor
Computer Science & Engineering
PHD, Purdue University, 2015

Rojas, Joseph M, Professor
Computer Science & Engineering
PHD, University of California, Berkeley, 1995

Sarin, Vivek, Associate Professor
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PHD, University of Illinois, 1997

Schaefer, Scott D, Professor
Computer Science & Engineering
PHD, Rice University, 2006

Sharon, Guni, Assistant Professor
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PHD, Ben-Gurion University, 2015

Shell, Dylan A, Associate Professor
Computer Science & Engineering
PHD, University of Southern California, 2008

Shipman III, Frank M, Professor
Computer Science & Engineering
PHD, University of Colorado, 1993

Song, Dezhen, Professor
Computer Science & Engineering
PHD, University of California, Berkeley, 2004

Song, Fang, Assistant Professor
Computer Science & Engineering
PHD, Penn State, 2013

Stoleru, Radu, Associate Professor
Computer Science & Engineering
PHD, University of Virginia, 2007

Sueda, Shinjiro, Assistant Professor
Computer Science & Engineering
PHD, University of British Columbia, 2010

Sze, Sing H, Associate Professor
Computer Science & Engineering
PHD, University of Southern California, 2000

Thomas, Shawna L, TEES Assistant Research Scientist
Computer Science & Engineering
PHD, Texas A&M University, 2010
Tyagi, Aakash, Professor of the Practice
Computer Science & Engineering
PHD, University of Louisiana, 1993

Walker, Duncan M, Professor
Computer Science & Engineering
PHD, Carnegie Mellon University, 1986

Wang, Zhangyang, Assistant Professor
Computer Science & Engineering
PHD, University of Illinois at Urbana-Champaign, 2016

Ward, Ronald G, Senior Lecturer
Computer Science & Engineering
PHD, Texas A&M University, 1973

Welch, Jennifer L, Professor
Computer Science & Engineering
PHD, Massachusetts Institute of Technology, 1988

Yum, Ki H, Senior Lecturer
Computer Science & Engineering
PHD, The Pennsylvania State University, 2002

**Majors**

- Bachelor of Arts in Computing (http://catalog.tamu.edu/undergraduate/engineering/computer-science/computing-ba)
- Bachelor of Science in Computer Engineering, Computer Science Track (http://catalog.tamu.edu/undergraduate/engineering/computer-science/computer-engineering-bs-computer-science-track)
- Bachelor of Science in Computer Science (http://catalog.tamu.edu/undergraduate/engineering/computer-science/bs)

**Minors**

- Computer Science Minor (http://catalog.tamu.edu/undergraduate/engineering/computer-science/minor)
- Game Design and Development Minor (http://catalog.tamu.edu/undergraduate/engineering/computer-science/game-design-development-minor)