Computing devices are all around us and computer algorithms support almost every aspect of our daily activities, decisions, and transactions. Our majors are at the center of these exciting activities; in envisioning new forms of services, in applications to address existing or emerging needs, in formulation and evaluation of algorithms to build the necessary computer and networking systems, and in development of the necessary software infrastructures to deploy the resulting solutions. In this, they rely on skills learned in our degree programs; skills that include algorithm design and analysis, programming languages, computer system design, artificial intelligence and machine learning, graphics, human-computer interaction, and many more. Our graduates are found in a wide range of industries, both public and private, reflecting the ubiquity of computing in society.

The Department of Computer Science and Engineering prepares our students to become computing experts who are equipped to address the many and varying challenges that they will encounter in their careers. We offer three degree programs, which are designed to address a variety of student goals and industry demands.

Mission
The mission of the Department of Computer Science is to develop the human and intellectual resources needed to meet the future technological challenges in the field of computing. This includes developing computer scientists and computer engineers for positions of leadership in industry, government, and academia.

BS in Computer Science
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.

BS in Computer Engineering
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 growth that impacts every area of human endeavor. The Computer Engineering program is accredited by the Engineering Accreditation Commission of ABET, www.abet.org.

BA in Computing
The Bachelor of Arts in Computing allows students to couple foundational skills in computing, both theoretical and practical, with a sound knowledge of an intersecting area of interest.

Faculty
Akleman, Ergun, Professor
Computer Science & Engineering
PHD, Georgia Institute of Technology, 1992

Andersen, Flemming, Adjunct Professor of Practice
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PHD, Technical University of Denmark, 1995

Bettati, Riccardo, Professor
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Botacin, Marcus, Visiting Assistant Professor
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PHD, Federal University of Paraná (UFPR), 2021

Budimlic, Zoran, Instructional Associate Professor
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Carlisle, Martin, Professor of the Practice
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Caverlee, James B, Professor
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Chaspari, Theodora, Assistant Professor
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PHD, University of Southern California, 2017

Chen, Jianer, Professor
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Choe, Yoonsuck, Professor
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PHD, The University of Texas at Austin, 2001

Crawford, Victoria, Assistant Professor
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Da Silva, Dilma M, Professor
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JD, St. Mary's University School of Law, 2008
PHD, Texas A&M University, 1989

Duffield, Nicholas G, Professor
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Hamilton, John, Professor
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Hu, Jiang, Professor
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Huang, Anxiao, Professor
Computer Science & Engineering
PHD, Arizona State University, 2010

Jimenez, Daniel A, Professor
Computer Science & Engineering
PHD, The University of Texas at Austin, 2002
<table>
<thead>
<tr>
<th>Name</th>
<th>Title</th>
<th>Department</th>
<th>Education</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mahapatra, Rabinarayan</td>
<td>Professor</td>
<td>Computer Science &amp; Engineering</td>
<td>PHD, Indian Institute of Technology, Kharagpur, 1992</td>
</tr>
<tr>
<td>McGuire, Timothy</td>
<td>Instructional Professor</td>
<td>Computer Science &amp; Engineering</td>
<td>PHD, Texas A&amp;M University, 1991</td>
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<tr>
<td>McNamara, Ann</td>
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<td>Computer Science &amp; Engineering</td>
<td>PHD, University of Bristol, UK, 2000</td>
</tr>
<tr>
<td>Moore, John Michael</td>
<td>Instructional Assistant Professor</td>
<td>Computer Science &amp; Engineering</td>
<td>PHD, Texas A&amp;M University, 2013; PHD, Texas A&amp;M University, 2007</td>
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<tr>
<td>Mortazavi, Jack B</td>
<td>Assistant Professor</td>
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<td>PHD, University of California at Los Angeles, 2014</td>
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<tr>
<td>Murphy, Robin R</td>
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<td>PHD, Georgia Institute of Technology, 1992</td>
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<tr>
<td>Muzahid, Abdullah</td>
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<td>PHD, University of Illinois at Urbana-Champaign, 2012</td>
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<tr>
<td>Narayanan, Krishna R</td>
<td>Professor</td>
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<td>PHD, Georgia Institute of Technology, 1998</td>
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<td>Nguyen, Khanh</td>
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<td>PHD, University of California, Los Angeles, 2019</td>
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<td>O'Kane, Jason</td>
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<tr>
<td>Pearce, Olga</td>
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<td>Pearce, Roger</td>
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<td>Qian, Xiaoning</td>
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</tr>
<tr>
<td>Quinn, Michael D</td>
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<tr>
<td>Ritchey, Philip C</td>
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<td>Rojas, Joseph</td>
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<td>Sarin, Vivek</td>
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<td>Saxena, Nitesh</td>
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<td>PHD, University of California - Irvine, 2006</td>
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<td>Schaefer, Scott D.</td>
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<td>PHD, Rice University, 2006</td>
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<td>Shakkottai, Srinivas</td>
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<td>Sharon, Gun</td>
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<td>Shell, Dylan A</td>
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<td>Shen, Yang</td>
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<td>Shipman III, Frank M</td>
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<td>PHD, University of Colorado, 1993</td>
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<td>Song, Dezhen</td>
<td>Professor</td>
<td>Computer Science &amp; Engineering</td>
<td>PHD, University of California at Berkeley, 2004</td>
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<td>Stoleru, Radu</td>
<td>Professor</td>
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<td>Sueda, Shinjiro</td>
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<td>Sze, Sing H</td>
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<td>Taele, Paul</td>
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<td>Thomas, Shawna</td>
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<td>Tyagi, Aakash</td>
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</tbody>
</table>
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**Majors**

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