NC STATE UNIVERSITY
COMPUTERSCIENCE

POINTS OF INTEREST

Academics

Undergraduate degree programs

- Bachelor of Science in Computer Science*
- Game Development Concentration
- Undergraduate Minor, Computer Programming
- Certificate in Computer Programming

Graduate degree programs

- Ph.D.
- Master of Science (Thesis and non-thesis options)
- Master of Computer Science (Professional degree, non-thesis, with on-campus or Distant Education options)
- Master of Networking (Thesis and non-thesis options) with available concentration in Service Sciences, Management and Engineering (SSME)
- Accelerated Bachelor's/Master's (ABM) Degree Program

Key Statistics

- Established in 1967 - one of the first official computer science departments to be established in the country
- Approximately 43 faculty, 5 emeritus faculty, 12 lecturers and adjuncts, and 33 research, IT and administrative staff
- Rankings:
  - 3rd among online master's degree programs (Best Buy Online Degree, 2008)[1]
  - 5th in Computer Science MS enrollment[2]
  - 6th in Computer Science PhD enrollment[2]
  - 7th in Computer Science undergraduate enrollment[2]
  - 9th in Computer Science BS degrees awarded[2]
  - 14h in Computer Science research expenditures[2]
  - 15th in Computer Science MS degrees awarded[2]
  - 16th in Computer Science PhD degrees awarded[2]
  - 27th in Graduate Computer Science Program rankings among public universities [3]
- Enrollment 2011-12
  - Undergraduate   680
  - Master's   411
  - Doctoral   174
- Incoming freshmen Fall 2011
  - Average GPA: 4.31 (weighted scale) Most admissions between 4.1 - 4.6
  - Average SAT: 1248 (reading & math only) Most admissions fall between 1170 - 1340
  - Top 10% of class: 60%
- Facilities
  - Engineering Building II (EB2), state-of-the-art teaching and research facility, opened in fall 2006
  - 12 research centers and more than 35 teaching and research laboratories and groups
  - Leading-edge networking and computational infrastructure
- Designated by NSA & DHS as a National Center of Excellence in Information Assurance Research (CAE-R).
- Academic Alliance Member of National Center for Women & Info Technology.
- First U.S. university to be awarded a Cisco TelePresence unit.
- First U.S. research university to offer multi-disciplinary masters-level curricula in services (SSME).
- Recognized as a Laureate in Computerworld Honors Program in 2007 & 2009.
- Video Game Design and Development program recognized by The Princeton Review as one of the top 15 undergraduate programs in the U.S. and Canada.

Faculty Honors

- 20 National Science Foundation CAREER Award recipients and one NSF Young Investigator Award recipient
- Natl. Academy of Engineering member
- Emmy Award recipient, National Academy of Television Arts & Sciences - for plasma screen technology
- Consumer Electronics Hall of Fame Inductee
- DOE Early Career PI Award recipient
- American Association for Artificial Intelligence Fellow
- 5 Institute of Electrical and Electronics Engineers (IEEE) Fellows
- IEEE Dist. Service Award recipient
- IEEE Golden Core member
- IEEE Computer Society Dist. Visitor
- ACM SIGSOFT Inaugural Influential Educator Award recipient
- Computing Research Assoc. (CRA) Digital Government Fellow
- American Academy of Forensic Sciences (AAFS) Assoc. Member
- 2 Senior Research Ethics Fellows
- Alcoa Foundation Engineering Research Achievement Award recipient
- 10 members in NC State Academy of Outstanding Teachers
- NC State Academy of Outstanding Faculty Engaged in Extension member
- Center for Democracy & Tech. Fellow
- ACM Distinguished Scientist
- ACM Distinguished Speaker
- Sigma Xi Outstanding Young Researcher

Areas of Expertise

- Theory and algorithms
- Bioinformatics and computational sciences
- High-performance & power aware systems
- Artificial intelligence
- Networks
- Security
- Software engineering
- Computer-based education
- Graphics and visualization

The faculty foster strong multidisciplinary and collaborative interaction with other disciplines at NC State (e.g., Bio-informatics, eCommerce, serious games, etc.), other universities, industry, government agencies and laboratories, and other partners in the Research Triangle Park (RTP) and beyond.
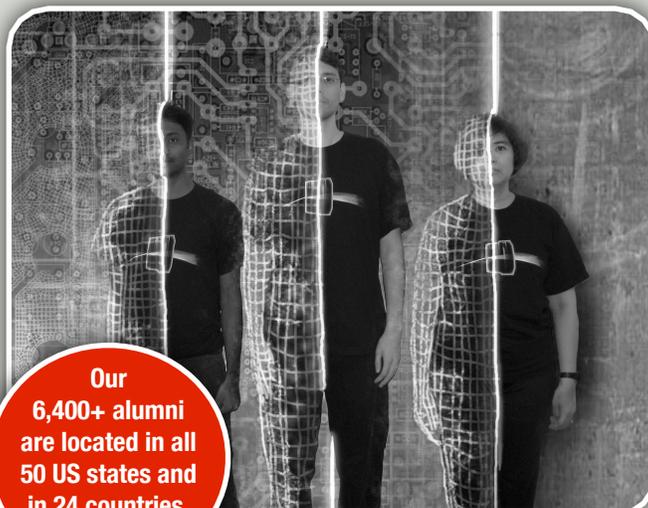
Opportunities

- Research with faculty - research centers and groups, undergraduate opportunities, scholars and honors programs
- Applied learning - award-winning capstone Senior Design Center projects
- The department has a variety of student organizations providing leadership skills, service, networking, and informal learning opportunities, including:
  - ACM/AITP
  - Graduate Student Association
  - Honors Program/ Honor Societies
  - Linux Users Group
  - Video Game Dev.
  - Women in CSC
- National competitions and recognition: Recent student honors include 1st place in CSIDC World Finals, ACM Grand Award, Google Anita Borg Scholarship, IBM's Extreme Blue Internships, *USA Today* Academic All American.
- CSC-specific scholarships: 18 endowed and numerous sponsored and external
- CSC students are also eligible for College of Engineering and University-wide scholarships. Details available at www.csc.ncsu.edu/academics/undergrad/ scholarships.
- More than 70 companies actively partner with the department via sponsored programs, research, scholarships, projects and initiatives.

Careers

- Average starting salaries, May. 2011[4]
  - BS CSC - $57,540 (range $56-64K)
  - MS CSC - $78,700 (range $60-98K)
- Proximity to world-famous Research Triangle Park (RTP) provides many opportunities for internships and co-ops. Approximately 25% of all NC State Engineering co-ops are from the department of Computer Science.
- NC State is a top supplier of new graduate talent to Cisco, IBM, SAS, AT&T, Tekelec, NetApp, Fidelity Investments, EMC and many others.
- Computer Science related career opportunities among the fastest growing over the next 10 years:
  - Network systems & data communication analysts
  - Computer software engineers, applications
  - Computer systems analysts
  - Computer software engineers, systems software[5]

Our 6,400+ alumni are located in all 50 US states and in 24 countries.

Select Distinguished Alumni

- **Marshall Brain** - Author, TV Star & Founder of HowStuffWorks.com
- **Keith Collins** - CTO, SAS Institute; NC State Distinguished Engineering Alumnus (DEA)
- **Suzanne Gordon** - CIO, SAS Institute; NC State Board of Trustees
- **Dr. Larry Hodges** - hf Flagship Director of the School of Computing at Clemson University
- **Bobby Johnson** - Former CEO and Co-founder of Foundry Networks; NC State Distinguished Engineering Alumnus (DEA)
- **Richard Krueger** - developed *xRes* (now Macromedia's *Fireworks*), President & CEO of Skinux
- **Dr. Elizabeth Mynatt** - Director of Georgia Tech's Graphics, Visualization & Usability Center
- **John O'Neill** - President, CTO & Founder of Spark Plug Games
- **Rudy Puryear** - ranked as one of world's Top 25 Consultants by *Consulting Magazine*
- **Erik Troan** - Co-author of Red Hat Package Mgr and "Linux Application Development," CTO of rPath

Computer Science, NC State University. 890 Oval Drive, Raleigh, NC 27695-8206. www.csc.ncsu.edu