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 Computer Science - Tracks in Data Science and Software Engineering
- Master of Networking (Thesis and non-thesis options) with available concentration in Service Sciences, Management and Engineering (SSME)

KEY STATISTICS
- Established in 1967 - one of the first official Computer Science Departments
- Approximately 47 faculty, 6 emeritus faculty, 8 lecturers and adjuncts, and 37 research, IT and administrative staff
- Rankings:
  - 7th among Online Master’s Degree programs (Best Buy Online Degree) ¹
  - 9th in Computer Science M.S. enrollment ²
  - 6th in Computer Science Ph.D. enrollment ²
  - 22nd in Computer Science undergraduate enrollment ²
  - 14th in Computer Science BS degrees awarded ²
  - 10th in Computer Science research expenditures ²
  - 6th in Computer Science MS degrees awarded ²
  - 9th in Computer Science PhD degrees awarded ²
  - 7th in Best Online Graduate Computer Information Technology programs ³
  - 1st in Tenure-track female faculty among all CSC depts. in Colleges of Engineering ²
  - 5th on Go Grad’s 2015-2016 List of Best Master’s Programs in Computer Science

- Engineering Online Ranked Nation’s Best Online Graduate Engineering Program for Veterans and Active-duty Military Personnel (2013) ³

- Enrollment 2016-17 Academic Year
  - Undergraduate 918
  - Master’s 507
  - Doctoral 203

- Incoming Freshmen Fall 2016
  - Average GPA: 4.66 (weighted scale)
  - Most admissions between 4.37-4.95
  - Average SAT: 1351 (reading and math only)
  - Most admissions between 1244-1458

- Facilities
  - Engineering Building II (EB2), state-of-the-art teaching and research facility, opened in fall 2006
  - Numerous research and teaching centers, institutes, laboratories and groups (e.g., Center for Educational Informatics, Digital Games Research center (DGRc), etc.)
  - Leading-edge networking and computational infrastructure
  - Corporate and Career Services Suite

- Designated by NSA and DHS as a National Center of Excellence in Information Assurance Research (CAE-R)
- Academic Alliance Member of National Center for Women and Information Technology
- 1st U.S. university to be awarded a Cisco TelePresence unit
- 1st U.S. research university to offer multi-disciplinary masters level curricula in services (SSME)
- Recognized as a Laureate in Computerworld Honors Program in 2007 and 2009
- Video Game Design and Development program recognized by The Princeton Review as #9 among public universities, and #33 overall.

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/ATP
- Graduate Student Association
- Honors Program/Honor Societies
- Linux Users Group
- STARS Student Leadership Corps
- Women in Computer Science (WiCS)

National competitions and recognition: 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: 25 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 90 companies actively partner with the department via sponsored programs, research, scholarships, projects and initiatives.

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.

CAREERS
- Average starting salaries, May 2016:
  - BS CSC - $72,419
  - MS CSC - $102,249
- 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, NetApp, Fidelity Investments, Amazon, and many others.
- Computer Science related careers listed among US News & World Reports’ Best STEM Jobs of 2016:
  - #1 - Computer Systems Analyst
  - #2 - Software Developer
  - #4 - Web Developer
  - #9 - Information Security Analyst

FACULTY HONORS
- 24 National Science Foundation CAREER Award recipients and one NSF-Young Investigator Award recipient
- National Academy of Engineering member
- Emmy Award recipient, National Academy of Television Arts & Sciences - for plasma screen technology
- Consumer Electronics Hall of Fame Inductee
- National Inventor’s Hall of Fame Inductee
- DOE Early Career PI Award recipient
- American Association for Artificial Intelligence Fellow and Senior Member
- American Mathematical Society Fellow
- 7 Institute of Electrical and Electronics Engineers (IEEE) Fellows
- IEEE Dist. Service Award recipient
- 2 IEEE Golden Core members
- IEEE Computer Society Dist. Scientist, Dist. Visitor, and 2 Dist. Lecturers
- ACM SIGSOFT Inaugural Influential Educator Award recipient
- 2 ACM Distinguished Scientists
- Computing Research Assoc. (CRA) Digital Government Fellow
- American Academy of Forensic Sciences (AAFS) associate member
- NCDS Data Science Faculty Fellow
- 2 Senior Research Ethics Fellows
- Microsoft Research Outstanding Collaborator Award winner
- Center for Democracy & Technology Fellow
- IBM Smarter Planet Innovation Faculty Award winner
- Gordon and Betty Moore Foundation Moore Investigator Award winner
- 2 NC State University Faculty Scholars
- 3 recipients of the NC State Alumni Association Outstanding Research Award
- 12 members in the NC State Academy of Outstanding Teachers
- NC State Academy of Outstanding Faculty Engaged in Extension

SELECT DISTINGUISHED ALUMNI
- Thushan Amarasingh - Founder, LaunchPad Games and creator of award-winning Toontastic App
- Marshall Brain - Author, TV Star & Founder of HowStuffWorks.com; NC State Distinguished Engineering Alumnus
- Keith Collins - CTO, SAS Institute; NC State Distinguished Engineering Alumnus
- Suzanne Gordon - CIO (retired), 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
- Richard Krueger - developed xRes (now Macromedia’s Fireworks), President & CEO of Skinux
- Dr. Elizabeth Mynatt - Executive Director, Georgia Tech Institute for People and Technology
- Rudy Puryear - ranked as one of world’s Top 25 Consultants by Consulting Magazine
- Erik Tron - Co-author of Red Hat Package Mgr and “Linux Application Development,” Senior Consultant with Plaza Bridge Group

Our 7,400+ alumni are located in all 50 US states and in 24 countries

* Accredited by CAC&BE
1 www.geteducated.com/rankings/best_computer.asp
2 ASEE data, 2014-2015
3 U.S. News and World Report, 2014
4 NC State University Career Center
5 money.usnews.com/careers/best-jobs/rankings/best-stem-jobs

(Published: September 2016)