COMPUTER SCIENCE

College of Arts and Sciences

167 Petty Building
336-256-1112
www.uncg.edu/cmp (http://www.uncg.edu/cmp/)

Jing Deng, Head of Department
Mark Armstrong, Director of Undergraduate Studies
Shan Suthaharan, Graduate Program Director

Undergraduate

The courses in the Computer Science Department are designed to teach
the foundations of computing rather than a particular technology, so that
the student is prepared to adapt to changing technology. Students are
exposed to various programming languages and computing systems.

The job market in computer science is strong. A student completing a
bachelor's degree with a strong academic record can expect job offers
as a systems programmer or analyst, applications programmer, systems
support staff member, technical staff member, or similar position. The
undergraduate curriculum has also been designed to prepare students
for graduate studies (master’s and doctoral degrees) in computer
science. Qualified students who have an interest in research will have
opportunities to participate in projects with department faculty during
undergraduate or graduate studies.

Graduate

About

The Master of Science is designed to build computer science depth
and research competence, to prepare students for advanced careers in
computing fields. Students completing the M.S. degree are also well-
prepared for doctoral study in computer science.

M.S. students may pursue an optional concentration in Data Science
and Big Data, which provides students key knowledge of appropriate
theories, algorithms, and technologies, towards development of analytical
systems/models for disparate, complex, and small/large scale datasets.
Students completing this concentration will have demonstrated skills
necessary to tackle a wide variety of data-focused scientific, social, and
environmental challenges.

Mission Statement

The Department of Computer Science supports the university mission
of being a student-centered research university by fostering discovery
and intellectual growth through the traditional activities of education,
research, and service, with stated missions in each of these areas.

• Education Mission: To provide excellence in teaching and education,
  providing rigorous undergraduate and graduate programs that
  produce graduates who have the theoretical foundation and technical
  skills to become productive professionals and/or to contribute
  to research in computer science, and supporting general liberal
  education through courses for non-majors that promote critical
  thinking and skills for life in a technical and information-based
  society.

• Research Mission: To contribute to the creation and dissemination of
  ideas through research and scholarly activities, such as publication
  of original research, presentations at scholarly meetings, and
  participation in externally funded research projects, in the context of
  a program which values the academic freedom of faculty to set their
  own research directions in basic or applied research.

• Service Mission: To support the university and computer science
  profession through participation in activities, committees, and policy
  making.

Professor
Jing Deng G
Fereidoon Sadri G
Shan Suthaharan G
Stephen R. Tate G

Associate Professor
Lixin Fu G

Assistant Professor
Minjeong Kim G
Regis Kopper G
Somya Darsan Mohanty G
Chunjiang Zhu

Senior Lecturer
Mark V. Armstrong

Lecturer
Chandana Ariyawansa
Bryan Todd Dobbs
Christine Marie Kikuchi
Shravya Muttineni

G Graduate-level faculty

• Computer Science, B.S. (https://catalog.uncg.edu/arts-sciences/
  computer-science/computer-science-bs/)
• Computer Science Undergraduate Minor (https://catalog.uncg.edu/
  arts-sciences/computer-science/computer-science-minor/)
• Computer Science, M.S. (https://catalog.uncg.edu/arts-sciences/
  computer-science/computer-science-ms/)