A Message from the Department Chaír

he Department of Computer Science and Engineering Technology is renowned for its high-quality programs, including the Bachelor of Science in Computer Science (offering both Science Track and Business Track), Bachelor of Science in Electrical/Electronic Engineering, and Software Engineering and Game Development Technology. Furthermore, our offerings extend to postgraduate studies with Master of Science degrees in Applied Computer Science, Data Science, and Cybersecurity Engineering Technology, along with a Ph.D. program in Applied Computing and Engineering

Our Department has over 10 faculty with research interest in several areas of computer science, Engineering Technology, and Cybersecurity,



Asad Azemi, Ph.D. Professor and Chair of the Department of Computer Science and Engineering Technology **Phone:** 410-651-6422 Email: aazemi@umes.edu

Office: 2032 EASC

HAWK Pride CATCH IT!



UNIVERSITY OF MARYLAND EASTERN SHORE

Department Mission Statement

he mission of the Department of Computer Science and Engineering Technology is to offer Bachelor of Science degrees in Computer Science and Engineering Technology, as well graduate degrees in Applied Computer Science and Cybersecurity Engineering Technology. The Department is committed to prepare individuals for professional

technical careers and advanced studies through student-centered teaching, research, and scientific discovery. Our academic

programs foster diversity, equity, and inclusion, with an emphasis on ethical knowledge and practices, community services, and global engagement.



Department Goals and Objectives

- Attract and retain students in Departmental programs by providing current and challenging curricula, effective advisement, and innovative instructional strategies;
- Attract and retain well-qualified, diverse faculty dedicated to preparing students, both academically and socially, to be competitive in the global workforce environment;
- Develop and implement up-to-date curricula that provide a balance between theory and practice;
- Demonstrate effective communication of ideas by means of verbal, written, and other methods;
- Solve technical problems that translate ideas into functioning machines, structures, and systems;
- Develop and maintain up-to-date computing, laboratory facilities, and other learning/ instructional environments;
- Provide co-curricular opportunities for students via participation in faculty/ student research projects, student de-sign competitions, student organizations, and professional internships;
- Encourage undergraduate and graduate students to participate in inter-disciplinary research activities and industry-funded design projects;
- Develop and maintain mutual relationships and partnerships with professional institutes, organizations, and industries;
- Promote humanistic values, responsibilities, and conduct that benefit a worldwide, global society;
- Promote practices of diversity, equity, and inclusion amongst faculty and students.

Computer Science

The content of this program is designed to train students in the theory and application of computer science and the application in a variety of disciplines. Courses are offered in a variety of topics including programming languages, data structures, computer organization and architecture, software engineering, operating systems, and other computer science topics. The Computer Science program is ideal for persons who wish to pursue their career in government agencies or private corporations or graduate study in computer science-related multi-disciplines

Computer Science (Business Focus)

he program of this content is designed to train students in the theory and application in business disciplines. Courses include Software Engineering, Operations Research, Computer Organization, Data Structures and Algorithms, Theory of Computation, Programming Languages, Databases and Operating systems. Courses in accounting and other business areas augment the Computer Science curriculum. This program is designed for persons who wish to pursue careers in Information Systems, operation research, and database management.

Scholarshíps/Awards

John A. Wilson Achievement Award

Requirements:

- 1) high school graduate
- 2) minimum 3.0 GPA
- 3) record of community service
- 4) record or leadership: extracurricular activities and/or SGA officer

Daniel J. Pinkett Award in Mathematics

Requirements:

- 1) graduating senior majoring in mathematics or computer science
- 2) minimum 3.0 GPA

The Seidel Award in Computer Science

Requirements:

- 1) junior or senior Computer Science major
- 2) minimum 3.0 GPA
- 3) letter of application
- 4) three recommendations, at least one
 - from Computer Science faculty

The Rial & Donzell Noble Scholarship

Requirements:

- 1) mathematics and/or computer science major
- 2) demonstrated financial need
- 3) letter of application and voucher of book costs

Department of Computer Science and Engineering Technology



University of Maryland E astern Shore 30925 College Backbone Road Engineering and Aviation Science Complex Room 2032 Princess Anne, MD 21853



