The Department of Computer Science and Engineering Technology is recognized for quality Bachelor of Science in Computer Science (both Science Track and Business Track), and Bachelor of Science in Electrical/Electronic Engineering Technology. In addition, we offer Master of Science in Applied Computer Science and Master of Science in Cybersecurity Engineering Technology.

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

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A Message from the Department Chair

The Department of Computer Science and Engineering Technology is recognized for quality Bachelor of Science in Computer Science (both Science Track and Business Track), and Bachelor of Science in Electrical/Electronic Engineering Technology. In addition, we offer Master of Science in Applied Computer Science and Master of Science in 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.

Payam Matin, Ph.D.
Professor and Acting Chair of the Department of Computer Science and Engineering Technology
Phone: 410-621-3020
Email: phmatin@umes.edu
Office: 2032 EASC

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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 design 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)

The 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.

Scholarships/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