Doctor of Philosophy in Computer Engineering

Curriculum
The graduate programs in computer science offer intensive preparation in design, programming, theory and applications. Training is provided for both academically oriented students and students with professional goals in the many business, industrial and governmental occupations requiring advanced knowledge of computer theory and technology.

Courses and research are offered in a variety of subfields of computer science, including operating systems, computer architecture, computer graphics, pattern recognition, automata theory, combinatorics, artificial intelligence, machine learning, database design, computer networks, programming languages, software systems, analysis of algorithms, computational complexity, parallel processing, VLSI, computational geometry, design automation, cyber security, information assurance and data science.

The university maintains a large network of computer facilities, including PCs, Sun work stations and specialized computers for research within the program. All major computers on campus are linked by an Ethernet network.

In addition to computer science faculty, many other individuals at the University are involved in computer-related work in the physical and social sciences and in various areas of business and management. Computer science students with an interest in these important application areas thus have ample opportunity to consult and work with talented faculty from a wide range of disciplines.

Career Options
Graduates of the program seek positions such as: Professor; Researcher and Consulting Engineer in the public and private sector.

Degree Program
The PhD in Computer Engineering requires 75 semester credit hours minimum beyond the baccalaureate degree.

For complete admission and degree requirements, view the Graduate Catalog at catalog.utdallas.edu.