

Computer Science



Do you value rigorous academics? Like a challenge? Seek to understand the common threads running through every discipline?

Consider a major in computer science, the formal study of abstract problem-solving. Computers permeate every facet of our society, so more and more careers relate to them: bioinformatics, cognitive science, digital media arts, neuroscience, artificial intelligence, computer graphics, management information systems, human-computer interaction, and intellectual property law. In fact, all fields and organizations welcome the talents of properly trained computer scientists. Learn how to organize and communicate information, use algorithms, procedures or formulas for solving problems, and work with a team to find practical applications.

SELECTED COURSES

- Design and Implementation of Solutions to Computational Problems
- Discrete Mathematics
- Abstract Models for Concrete Problems Using Java
- Programming Languages
- Creative Software Architectures for Collaborative Projects
- Computational Biology

CAREER PATHS

Computer science is a great field with many opportunities. Money magazine rated software architect as the best job in America based on job opportunities, satisfaction and pay. Annual job openings in computer science will likely exceed the number of graduates for the foreseeable future. Opportunities for careers in computer science are both numerous and diverse, and a critical shortage of well-prepared professionals should persist.

FACULTY HIGHLIGHTS



DAVID HUNTER, PH.D.

Applies algebra, geometry and topology to computing and data



MIKE RYU, M.S.

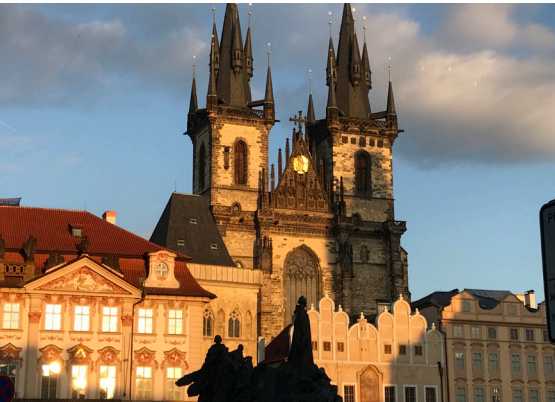
Brings software engineering and technical management skills to Westmont from Silicon Valley.



GUANG SONG, PH.D.

Does research in Computational Biology and Machine Learning

OPPORTUNITIES



- Westmont in Asia
- Westmont's Europe Semester
- Westmont in San Francisco
- Westmont Downtown
- Westmont's Center for Applied Technology (CATLab)
- Westmont's South Africa Mayterm

ALUMNI

Jesse Kuroki '04: Video game character designer at Toys for Bob.

Thomas Cantrell '05: Senior architect at NVIDIA working on the DriveOS platform (self-driving cars).

JB Schiller '07: Cybersecurity Lawyer - Associate at Goodwin, a global lawfirm.

Dustin Carroll '04: Project Director at Moss Landing Marine Laboratories and Affiliate Scientist at NASA JET Propulsion Laboratory. Physical oceanographer and data scientist who uses state-of-the-art numerical ocean models and observations to advance our understanding of ocean circulation, biogeochemistry and carbon cycling, ocean ecology, and glacier melt.



WESTMONT

westmont.edu/computer-science