http://www.utrgv.edu/cmpe/index.htm

The first math course in the plan is MATH 2413 Calculus I. Depending on your incoming test scores and high school preparation, the math department may require you to start with an earlier course, for example MATH 1314 College Algebra or MATH 2412 Precalculus.

**Computer Engineering Program Web page** 

Fax: (956) 665-3527 Email: cmpe@utrgv.edu

Office: (956) 665-7375

**Engineering Building, EENGR 3.245 -**Edinburg

cmpe@utrgv.edu

**COMPUTER ENGINEERING (BSCE)** \*Hardware Track Catalog: 2017-18 ..... **COLLEGE OF ENGINEERING AND COMPUTER SCIENCE** 

UTRio Grande Valley

### **Additional Info**

**Mathematics Prerequisites** 

**Minimum Grade Rule** 

Any course that is a prerequisite for another course must be passed with a grade of C or

higher.

# **AA3Y GRIHT**

CMPE 3340 Software Engineering I

# **RABY TERIF**

Engineering Computer

Communication (Core)

Learning Framework

Experiential Learning

Computer Engineering

Communication (Core)

Integrative and

Government and

introduction to

U.S. & Texas

Calculus II

Politics 1

(Sore) (Solculus I (Core)

INIICKOPROCESSOR

II gnineering II

CMPE 4335 Computer Architecture

Design

CMPE 3322 Signals and Systems

Society

CMPE 3331 Embedded Systems Lab

CMPE 3334 Systems Programming

MATH 3341 Differential Equations

Systems

**FIECTYONICS TOP** 

Digital Systems

Introduction to VLSI

Microcontroller and

Computer Engineering

Ethics, Technology, and

**CWbE 4303** 

**CWPE 4375** 

PHIL 2326

**CWbE 3403** 

**CMPE 3437** 

# SECOND YEAR

Mathematics for

Chemistry for	CHEM TTOS		
Chemistry for Engineers	CHEM T302		
Politics II			
S. & Texas Government and	POLS 2306		
Electric Circuits I Lab	CWPE 2120		
Electric Circuits I	CMPE 2320		
Physics for Scientists and Engineers II (Core)	9742 SYHd		
Structures	CWPE 3333		
Algorithms and Data			
Digital Systems Engineering I Lab			
Digital Systems Engineering l	CWbE 5330		
American History (Core)	Choose 1		
Social and Behavioral Sciences (Core)	Choose 1		
Computer Science II	CMPE 2380		
Computer Engineers			
Electrical and	8452 HTAM		

ded shaeingears Lab

### **TEE4 TATS** Probability and **RABY HTRUOR**

Hardware

Hardware

**Networks** 

(Sore)

Statistics

Senior Design I

Communications

Technical Elective

American History

rap

Senior Design II

Technical Elective

Operating Systems

Electrical Engineering I

Creative Arts (Core)

**CMPE 4374** 

Choose 1

**CWbE 4334** 

**CWbE 3559** 

Choose 1

**CMPE 4373** 

**CWbE 4300** 

Choose 1

Choose 1

Contact Info

Dr. Mark Yul Chu

**Computer Engineering program** 

Coordinator

Mark.chu@utrgv.edu

Ms. Marilyn Garcia

**Computer Engineering Program** 

**Administrative Assistant I** 

# Degree Info

Computer engineering is a discipline that

embodies the science and technology of

design, construction and implementation

of software and hardware components of modern computing hardware and

software systems and computer-

controlled equipment. The body of

knowledge for computer engineering

includes algorithms, computer

architecture and organization, computer

systems engineering, circuits and signals,

database systems, digital logic, digital

signal processing, electronics, embedded

systems, computer networks, operating

systems, programming, software

engineering and discrete structures.

PLAN

and Engineers I (Core) **PHYS 2425** Physics for Scientists Science I Lab **CMPE 1170** Engineering Computer

CMPE 1370

ALAS HTAM

Choose 1

**UNIV 1301** 

Choose 1

POLS 2305

CMPE 1101

Choose 1

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# BLUEPRINT EXPERIENCES

	FIRST YEAR	SECOND YEAR	THIRD YEAR	FOURTH YEAR AND BEYOND	CAREERS
MILESTONES	Make it a point to visit them!	<ul> <li>□ Shoot for a GPA of 3.2 or higher .</li> <li>□ Complete major foundation classes, such as CMPE 1101, CMPE 1370, CMPE 1170, MATH 2346, CMPE 2330, and PHYS 2426.</li> <li>□ Complete 41 credit hours.</li> <li>□ Apply to the Computer Engineering program, and find and consult with your computer engineering academic advisor every semester.</li> </ul>	□ Shoot for a GPA of 3.0 or higher. □ Complete 15 credit hours. □ Have you landed an internship or acquired research experience? This is the year to make it happen.	Shoot for a GPA of 3.0 or higher.  "I have a plan for after graduation." If this describes you, great! If not, visit your Faculty Advisor or Career Center!  Register for your senior design project: either CMPE 4371/CMPE 4372 or CMPE 4373/CMPE 4374.  Complete at least 28 credit hours to graduate.  Submit your application(s) for graduate school, an apprenticeship, or for fulltime employment.	<ul> <li>Information protection</li> <li>Communications and wireless networks</li> <li>Computational</li> </ul>
ADVICE & SUPPORT	Choose a major with confidence- Visit my.UTRGV.edu	<ul> <li>□ Want to explore different careers? Check out Kuder Journey!</li> <li>□ Come ready with course suggestions and questions when you visit your academic advisor.</li> <li>□ Visit the Communication Hauser Lab for help with your speeches.</li> <li>□ Trouble making your tuition payment? The Financial Aid Office can help. Payment plans and emergency loans are also available</li> </ul>	<ul> <li>□ Seek out research opportunities within Computer Engineering and join a professional organization such as IEEE professional societies. Check out your options at ieee.org</li> <li>□ Check DegreeWorks to make sure you are on track for graduation next year.</li> <li>□ Apply for internship and/or job shadowing opportunities. Discuss this with your advisor, faculty mentor, or Career Center.</li> </ul>	<ul> <li>□ Engage in an independent study project or an academic internship to complement your major, such as NASA, computer engineering REU program, etc.</li> <li>□ Discuss future plans with your faculty mentor or advisor that includes employment, finances, and other life goals.</li> <li>□ Apply for graduation one semester prior to your anticipated date. Visit the Academic Advising Center to ensure you are on track.</li> </ul>	<ul> <li>science</li> <li>Operating systems</li> <li>Computer networks</li> <li>Computer systems</li> <li>Embedded systems</li> <li>Computer vision and robotics</li> <li>Circuit design</li> </ul>
APPLY WHAT YOU LEARN	<ul> <li>□ Look for a service-learning course! For guidance, visit Engaged Scholarship &amp; Learning Office.</li> <li>□ Participate in a campus-sponsored community service project.</li> <li>□ Ask a student in class to study with you.</li> </ul>	☐ To find undergraduate research opportunities, visit the Engaged Scholarship & Learning Office. ☐ Consider attending the LeaderShape Institute or attend the Engaged Scholar Symposium.	☐ Go show off your research, service-learning or creative works at the Engaged Scholar Symposium! ☐ Sharpen your writing skills! Take an intensive writing course such as _ENGL 3342 or become the secretary for your organization.	☐ Continue to present research or creative works at the Engaged Scholar Symposium at the Engaged Scholar Symposium. ☐ Set up an informational interview with an individual (especially an alumnus) currently in the field you aspire to work in.	<ul> <li>Signal, image, and speech processing</li> <li>VLSI</li> <li>Bioinformatics</li> </ul>
GLOBAL, CAMPUS & COMMUNITY ENGAGEMENT	Attend a departmental program such as fall convocation or IEEE student society.  Join a student organization! Consider looking into IEEE-BSB, IEEE-Edinburg, SHPE, or visit VLink (utrgv.edu/vlink) for options.	EKN, SHPE, Student Government, or visit VLink for options.  Check out a campus event that offers free lunchbring a friend!	□ Consider serving on a campus life/community     committee or become a student leader and make a     difference. Visit VLink or speak with your Student     Government Association for more information!     □ Travel the world! Look into study abroad     opportunities at Office for International Programs &     Partnerships.	Identify employers of interest and seek them out at job fairs, online, at on-campus information sessions, staffing agencies, etc. The Career Center can help.  Before a job interview, schedule a mock interview with the Career Center or speech coaching with the Communication Hauser Lab.	
LIFE AFTER GRADUATION	<ul> <li>Create a résumé and set up your profile on the Career Connection icon: (My.UTRGV.edu).</li> <li>Got summer plans? Visit Career Center and ask about places to do some job shadowing.</li> <li>Research shows that students who work on campus perform better than those who work off campus. Look for a job on the Career Center portal!</li> <li>Check your UTRGV email for the daily Messenger-locate and attend one student workshop.</li> </ul>	Update your resume in Career Connection and have it reviewed.  Visit the Career Center site to find a job fair to attend. At the event, approach a recruiter and discuss internships.  Will a minor expand your career options? We suggest that you might consider a minor ONLY if you are achieving satisfactory performance in your computer engineering major.	Check out the Computer Engineering department website for postings on career/graduate school.  Think about three people you can ask for letters of recommendation (professors, mentors, advisors, supervisors, etc.). Give them at least two weeks' advance notice!  When is the deadline for your graduate school application? Visiting the program admissions webpage. Most do not accept late applicants!	Have you received your acceptance for graduate school or an employment offer? If not, network: talk to faculty, the Career Center, and get on LinkedIn.  Formulate and implement a strategy for life after graduation: attend career fairs, graduate fairs, apply to fellowships, etc.  Update your information with Alumni Relations. Enjoy alumni mixers, events and continued access to Career Center services!	For additional info, visit the Career Center website and check out "What Can I Do With This Major?"

# UTRio Grande Valley

Explain to someone how your academic program

aligns with your strengths and interests.

With This Major?"

www.utrgv.edu/careercenter

□ Remember to do your exit loan counseling on

studentloans.gov.