# A Message From The Department Chair...

"Welcome to CSUFB's **Computer Science** Department! We hope to be a part of your journey into the computing world. Our faculty and staff will be there to guide and support your challenges and achievements. As one of the most promising majors, you will gain foundational knowledge necessary for the innovations of tomorrow. Join us at CSUEB and work on hands-on projects to prepare you for industry!"

#### Careers

- Software/Application Engineer
- Game Designer
- Mobile Developer
- Network Engineer
- Web/Multimedia Developer
- Game Designer
- Systems Analyst
- Network Security Administrator
- Cloud Engineer
- Systems Manager/Programmer
- Network Administrator
- Database Applications Programmer
- Technical Writer
- Big Data Analyst
- Information Technology Administrator
- Teacher/Professor

## Scholarships

Each year the department awards a number of scholarships covering a portion of the fees for the subsequent year. Scholarship applications may be filed during the spring semester.

#### Contact Us

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The Computer Science Department is a large and flourishing department, offering a variety of courses at a variety of times. The department consists of diverse full-time faculty, with a wide range of backgrounds and interests. The department offers Bachelor and Master degrees in Computer Science, as well as a Computer Science minor. The department strives to provide a quality education to a diverse student community and serves as one of the larger majors on campus.

## Department Chair

#### Levent Ertaul, Ph.D.

Dr. Levent Ertaul is a full-time professor of Computer Science at California State University, East Bay. He was appointed as Chair of the Department of Computer Science in 2019. He received a Ph.D. degree from Sussex University, UK in 1994. Education has been an important part of Dr. Ertaul's life as a child, as a student, and as a Professor. For Dr. Ertaul, the experience of learning new things and of imparting knowledge to others carries a special sense of excitement and gratification. He believes that he has an intuitive sense for education and he certainly has plenty of experience within education. Dr. Ertaul views his role as a teacher to involve not only the impartment of skills in a specific area, but also the development of students in a broader sense. Aspects of particular importance are the development of creativity, insight, and a positive, confident self-image. Confidence and self-esteem are essential since creative processes inevitably involve disappointment and failure set off by occasional successes. In guiding students through his research projects, he considers it important to push them to their creative limits and to instill in them the self-confidence to carry out creative research on their own. He is a strong supporter of research. Dr. Ertaul believes that he was particularly fortunate to have had a number excellent teachers who had a significant impact on him personally. They showed him by example the importance of exceptional standards, friendship and informality, and inspiring teaching. He hopes that in a similar way, he can convey these values to his students. He particularly looks forward to many years of being a friend and teacher to his students and to being their student as well. Dr. Ertaul has given Privacy and Cyber Security speeches at US universities and several US organizations. He also gave interviews related to Cyber Security in CBS, NBC, FOX2, ABC7 news. He received awards for his contributions to Network Security and Cyber Security from the American Counsel of Science and Education. He also received a fellowship to work at the Lawrence Livermore National Laboratories (LLNL) in the Cyber Defenders program for the last 5 years.



# What is Computer Science?

Computer Science is the study of algorithms for addressing, processing, storing, and transmitting information. It encompasses a broad perspective that includes what constitutes a computer, computer uses and applications, and theoretical approaches to what can or can't be computed. The core curriculum in Computer Science, involving a blend of theory and practice, offers opportunities for problem solving in many areas and provides experience with a variety of computer languages and software packages. A typical student's experience includes programming through software engineering, hardware through operating systems, and can include data solutions, web design, networking, mobile computing, artificial intelligence, hardware design, and graphic implementations ranging from interface design to computer vision. The breadth of subject material is important as many students can expect to have a number of different job classifications throughout their careers.

### **Programs**

# Computer Science, Bachelor of Science

This program is designed to prepare students for employment in the technology sector or for advanced study in Computer Science. The curriculum provides a solid foundation of theoretical knowledge as well as experience with practical application in hardware and software.

# **Computer Science, Master of Science**

This program is designed to extend the student's knowledge in a broad manner beyond the baccalaureate degree major in Computer Science. It will both (1) deepen general understanding of theoretical principles and (2) provide exposure to important applications of Computer Science such as security, software engineering, database, networking, and others. This approach is especially important in Computer Science, where training in specific languages and systems and on specific machines is transitory, as these languages, systems, and machines evolve. In contrast, many of the principles will last, and generally apply to a wide variety of specializations within the field.

