

Computer Science in High Demand!!

There is a huge (and growing) demand for computer science graduates in the workforce. Money Magazine's 2010 "Best Jobs in America" lists Software Architect as #1, Database Administrator as #7 in a survey taking into account average pay, growth potential, stress levels, and job flexibility. In fact, 26 of the top 100 jobs on that list are in IT-related fields. Furthermore, programming skills are becoming a key to success in other disciplines such as science and engineering, and can even be a big resumé booster for students in business, social sciences, art, and many other fields. Consider taking any of the following courses early in your career at SLU (no prerequisites required):

- **Game Programming.** (CSCI 130, offered in the Spring). If you've spent some time playing video games, then this is the course for you!! It is intended for students with little or no programming experience. Students take part in a full game development process, including design, artistry, marketing, and game programming using a 3D game engine.
- **Introduction to Computer Science.** (CSCI 140, offered each semester) This provides a broad survey of the computer science discipline, focusing on the computer's role in representing, storing manipulating, organizing and communicating information. Topics include hardware, software, algorithms, operating systems, and networks. Taken by majors and non-majors.
- **Scientific Programming.** (CSCI 145, offered each semester). This course focuses on solving "real world" science and engineering problems using Matlab and the C++ programming language. Feedback from students, especially engineering majors, has shown that the skills developed in this course are very helpful in their later courses.
- **Intro. to Object-Oriented Programming.** (CSCI 150, offered each semester) This is an introduction to computer programming using Python as the programming language. This course is based on material developed at Saint Louis University. Typically taken by CS majors and minors.
- **Computational Problem Solving.** (CSCI 293, offered in the Fall). This is a one-hour course for students who would like to participate in an intercollegiate programming competition run by the ACM (Association for Computing Machinery). You'll work in teams of three to solve problems using the C++ or Java programming languages. If you have some experience with these languages, consider signing up!

The Department of Mathematics and Computer Science always has a large number of employment and internship opportunities available. For more information, see our webpage at <http://mathcs.slu.edu> or contact Michael Goldwasser, Director of Computer Science, at 977-7039 or by email at goldwamh@slu.edu.