DEPARTMENT OF COMPUTER SCIENCE

Leadership
Michael Goldwasser, Ph.D.
Department Chair
Erin Chambers, Ph.D.
Associate Chair
Kevin Scannell, Ph.D.
Graduate Program Coordinator

The Department of Computer Science is committed to the development and study of computing technologies for the greater good of humanity. To this end, we are committed to providing an outstanding education in all aspects of modern computer science, thereby preparing our undergraduate and graduate students for productive careers in the field or for further graduate studies. We are also committed to serving students who major in other disciplines by instilling computational knowledge and skills that are required for success in their chosen fields.

Classes are taught by enthusiastic professors using many hands-on projects and group work, and all of the degree programs provide a rigorous, comprehensive study that adopt national standards and are regularly updated to reflect rapid developments in the field of computing.

Programs
Undergraduate
• Computer Science, B.A. (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/computer-science-ba)
• Computer Science, B.S. (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/computer-science-bs)
• Computer Science, Minor (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/computer-science-minor)
• Data Science, B.S. (http://catalog.slu.edu/colleges-schools/arts-sciences/interdisciplinary/data-science-bs)

Accelerated
• Bioinformatics and Computational Biology, Bachelor’s to M.S. Accelerated Program (http://catalog.slu.edu/colleges-schools/arts-sciences/interdisciplinary/accelerated-bachelors-masters-program)
• Computer Science, B.A. to Computer Science, M.S. Accelerated Program (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/computer-science-ba-ms-computer-science)
• Computer Science, B.A. to Software Engineering, M.S. Accelerated Program (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/computer-science-ba-ms-software-engineering)
• Computer Science, B.S. to Computer Science, M.S. Accelerated Program (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/computer-science-bs-ms-computer-science)
• Computer Science, B.S. to Software Engineering, M.S. Accelerated Program (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/computer-science-bs-ms-software-engineering)
• Computer Science, Minor to Software Engineering, M.S. Accelerated Program (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/computer-science-minor-ms-software-engineering)

Graduate
• Artificial Intelligence, M.S. (Beginning Fall 2020) (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/artificial-intelligence-ms)
• Bioinformatics and Computational Biology, M.S. (http://catalog.slu.edu/colleges-schools/arts-sciences/interdisciplinary/bioinformatics-computational-biology-ms)
• Computer Science, M.S. (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/computer-science-ms)
• Software Engineering, M.S. (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/software-engineering-ms)

Faculty
Tae-Hyuk (Ted) Ahn, Ph.D.
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