

Computer Engineering M.S., Ph.D.

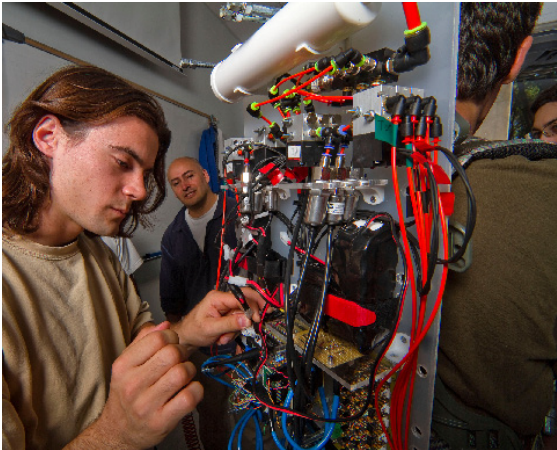
What are the requirements for the Computer Engineering program?

M.S. Degree: Students must demonstrate proficiency in fundamental areas by fulfilling the base degree course requirements (48 units) and completion of a Master's Thesis or Project.

Ph.D Degree: Students must demonstrate proficiency in fundamental areas by fulfilling the base requirements (58 units), pass an oral qualifying exam and write a dissertation.

Please review the Computer Engineering graduate program requirements for more information: ce.soe.ucsc.edu/academics/graduate/requirements

The department has many ties to nearby industry, employing computer professionals as visiting faculty members and arranging for students to gain practical research experience through work in industrial labs.



What salary (on top of tuition and fees) do first-year Graduate Student Researchers in your program earn?

Our GSRs earn between \$5,400-5,900 per quarter.

When are graduate applications due for your program?

PhD and MS Applications Due: January 3rd

Who can I contact for more information?

Katia Obraczka, Graduate Director

(831) 459-4308, katia@soe.ucsc.edu

Emily Gregg, Graduate Program Adviser

(831) 459-2576, egregg@soe.ucsc.edu

Computer Engineering Faculty

William Dunbar Theory and application of feedback control, single molecule biophysics, nanopore sensors, dynamics and control of biomolecules

Gabriel Elkaim Embedded systems, robust software architectures for real-time reactive systems, sensor fusion, guidance, navigation, and control (GNC) system identification, robust and advanced control schemes, feedback control systems, robotics, unmanned autonomous vehicles (UAVs) and cooperative control

Joel Ferguson Fault diagnosis, failure analysis, logic fault modeling, digital test pattern generation, design-for-test of digital circuits and systems

J. J. Garcia-Luna-Aceves Director of Networking Sciences Institute (NSI), Computer communication, wireless networks, Internet, network science

Matthew Guthaus VLSI, CAD, design for reliability and variability, system-on-chip, 3D IC, system-in-package

Richard Hughey Bioinformatics, hidden markov models, computer architecture, parallel computation

Sri Kurniawan Human-computer interaction, human factors and ergonomics, accessibility, assistive technology, usability, empirical studies, human-centered design

Tracy Larrabee Test pattern simulation and generation, fault modeling, fault diagnosis, design verification, technical writing, logic simulation

Roberto Manduchi Computer vision and sensor processing, with application to assistive technology for the visually impaired

Patrick Mantey CITRIS Campus Director, Director of ITI, Multimedia systems, digital signal processing, sensor systems and networks, real-time monitoring and control, image systems, image processing, visualization, geographic information systems, decision support systems

Katia Obraczka Computer networks, distributed systems, operating systems, Internet information systems, mobile computing, wireless networks

Jose Renau Computer architecture, including design effort metrics and models, infrared thermal measurements, thermal modeling, process variability, energy efficient data-centers, thread level speculation, and FPGA/ASIC design

Ricardo Sanfelice Modeling, stability, robust control, observer design, and simulation of nonlinear and hybrid systems with applications to power systems, aerospace, and biology

Martine Schlag VLSI design tools and algorithms, VLSI theory, field-programmable gate arrays, FPGA-based computing engines

Anujan Varma Computer networking, computer architecture, optical networks

Donald Wiberg Control systems, Kalman filtering, system parameter estimation, adaptive optics for large telescopes, and biomedical system modeling

