



ENGINEERING (PHD) - COMPUTER ENGINEERING - COMPUTER SCIENCE

Description

This specialization aims to increase graduate students' breadth of knowledge and develops depth of specialization in a subfield of computer engineering with a strong supporting foundation in computer science.

The School of Computing offers opportunities for students to develop teaching skills in support of undergraduate instruction and to enhance research skills in support of the department's active research programs. The goal is to build a foundation for future scientific discovery, engineering innovation, and scholarly and professional achievement.

Areas of research include: (faculty bios) (<https://computing.unl.edu/directory-faculty-research/>)

- Systems and Networking: Computer networks; cyber-physical systems; wireless networking; Internet of Things; molecular communication; synthetic biology; deep learning architectures; security and privacy; robotics; embedded systems; sensors and sensor networks.
- Software Engineering: Eye tracking; empirical software engineering; program analysis and verification; programming languages; and software testing and reliability.
- Informatics and Algorithmics Foundations: Algorithms; artificial intelligence; bioinformatics; computational complexity; computational game theory; computer vision; computing education; constraint processing; data mining; databases; geoinformatics; machine learning; multiagent systems; simulation and modeling; and visualization.

The School of Computing is home to advanced computing research infrastructure, including the Holland Computing Center, with over 121 trillion floating-point operations per second (121 TFlops) computation rate and over 7 petabytes of storage. Graduate students have access to state-of-the-art research facilities, including unmanned aerial vehicle testbeds, a city-wide gigabit wireless network testbed, advanced embedded systems facilities, and dedicated research labs.

Program-Related Information

Graduate Chair

M. Can Vuran
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Support Staff

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Program Website

<https://computing.unl.edu/phd-computer-engineering/>

Applying for Admission

Standard requirements for all graduate programs

- Application for Admission with \$50 non-refundable application fee (<https://graduate.unl.edu/admissions/requirements/#appfee>).
- Transcripts (<https://graduate.unl.edu/admissions/requirements/#transcripts>) (unofficial): Uploaded as part of application form.
If International: Uploads must include all college- or university-level transcripts or mark sheets (records of courses and marks earned), with certificates, diplomas, and degrees plus certified English translations.

After admission: Official documents are required from all students who are admitted and enroll. Photocopies of certified records are not acceptable. International students enrolled in other U.S. institutions may have certified copies of all foreign records sent directly to the Office of Graduate Studies by their current school's registrar office.

- If applicant's native language is not English, verification of English proficiency (<https://graduate.unl.edu/admissions/english-proficiency/>) is required.

When sending TOEFL scores, our institution code is 6877 and a department code is not needed.

- If applicant is not a US citizen and expects an F or J visa: financial information (<https://graduate.unl.edu/prospective/international/financial/>).
- Applicants must also fulfill any additional requirements the department specifies at the time of application.

Additional requirements specific to this program

- Minimum English proficiency: Internet TOEFL (<http://www.toefl.org/>) 100, IELTS (<https://www.ielts.org/>) 7.0, Duolingo 120
- Curriculum vitae
- Statement of purpose, including research interests, objectives, and potential SoC faculty names.
- Three letters of recommendation
- GRE is *not* required

Admission Application Deadlines

- For Financial Consideration: Apply by December 1 for Fall, by August 1 for Spring.

Otherwise: March 1 for Fall, October 1 for Spring.

Requirements

Hours required: 90