Active Research

Engaged faculty researchers explore a diverse spectrum of the discipline, including honey bee colony collapse and disorders, mobile app development, programming language theory, NP-completeness proofs, data science, visualization, education innovations, and more.

19 faculty research awards totaling more than $5 million over last 9 years.

Three “post-graduate” researchers currently assisting faculty with research.

Clubs

Appalachian Society for Computing, Informatics and Innovation
Women in Computer Science
Video Game Development
Linux @ App
Competitive Programming

Opportunities

CS Honors Program
Accelerated Masters
Study Halls
Research Assistant
Internship
Instructional Assistant
Tutoring
Scholarships: ECRS, LSAMP, S-STEM

Department of Computer Science

312-P Anne Belk Hall
P.O Box 32133
Boone, NC 28608-2133
compsci.appstate.edu
facebook.com/asucs
@AppstateCompsci

Our students are creating the future
The Bachelor’s and Master’s programs are growing! We have about 625 undergraduate majors. We also have about 25 graduate students. The faculty is comprised of 7 lecturers, 6 tenured faculty, and 6 junior faculty members. We’re in the process of hiring 2 tenure-track faculty members!

What Our Graduates Tell Us

Employers
- Local: App State, ECRS, Overmountain Studios
- Piedmont: Sara Lee, Sunrise, Inmar, Wells Fargo
- Charlotte: Lowe’s, Premier, Duke Energy, Microsoft
- RTP: IBM, SAS, Red Hat, Fidelity, SECU, Cisco
- Nationally: Google, Amazon, Microsoft, Eastman, CGI, Apple

Sectors
- Graduate School (~10%): Clemson, NC State, Duke, Florida St, Wake Forest, UNCC, and others.

Job Titles
- Analyst, Programmer, Software Engineer, Developer, Network Admin, Database Admin, System Admin, Software Architect, many more…

Starting Salary: median ~ $77K (2023 graduate survey)

What You Will Learn

Software Design and Development
- Java, C, C++, Python, and more!
- Databases including MySQL and Hadoop
- Design Principles and Patterns

Theoretical Foundations
- Algorithm complexity
- Data Structures incl. trees and graphs
- Finite state machines

System Fundamentals
- Data representations
- Process execution including memory management, scheduling, system calls
- Microarchitecture including CPU, ALU, logic gates, buses, microcode