Computer Engineering B.S., M.S., & Ph.D.
Application deadline: January 1

The Department of Computer Engineering at UCSC offers an exciting environment for research and education. Take part in a project to invent the new science of ad hoc networks; control a winged-sail full-size catamaran; design a low-power speculative multi-threaded processor; prevent faults in a billion-transistor chip; or build a computerized white cane with cameras and lasers. Or, start a new project in computer engineering with faculty and friends in computer science, electrical engineering, biomolecular engineering, or with the University Affiliated Research Center that UCSC has established at the NASA Ames Research Center in nearby Silicon Valley.

Come join our team of talented students at the forefront of technological innovation.

Research Areas and Faculty

Embedded and Autonomous Systems: Robust/Formal embedded software design, Guidance, navigation and control, Sensor and actuator fusion and fault detection.

Computer System Design, CAD of VLSI: Computer architecture, Parallel and distributed systems, VLSI and FPGA design, Placement and routing, Fault diagnosis.

Digital Media and Sensor Technology: Computer vision, Remote sensing, Distributed visual systems, Assistive technology for the blind.

Baskin School of Engineering
A hundred faculty members in six departments:
Computer Engineering
Computer Science
Electrical Engineering
Biomolecular Engineering
Applied Mathematics and Statistics
Technology and Information Management

Located on the Monterey Bay, the UCSC campus occupies 2,000 acres of redwood forests and meadows. Our strategic location facilitates collaboration with the industry and research centers in the Silicon Valley and San Francisco areas.

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