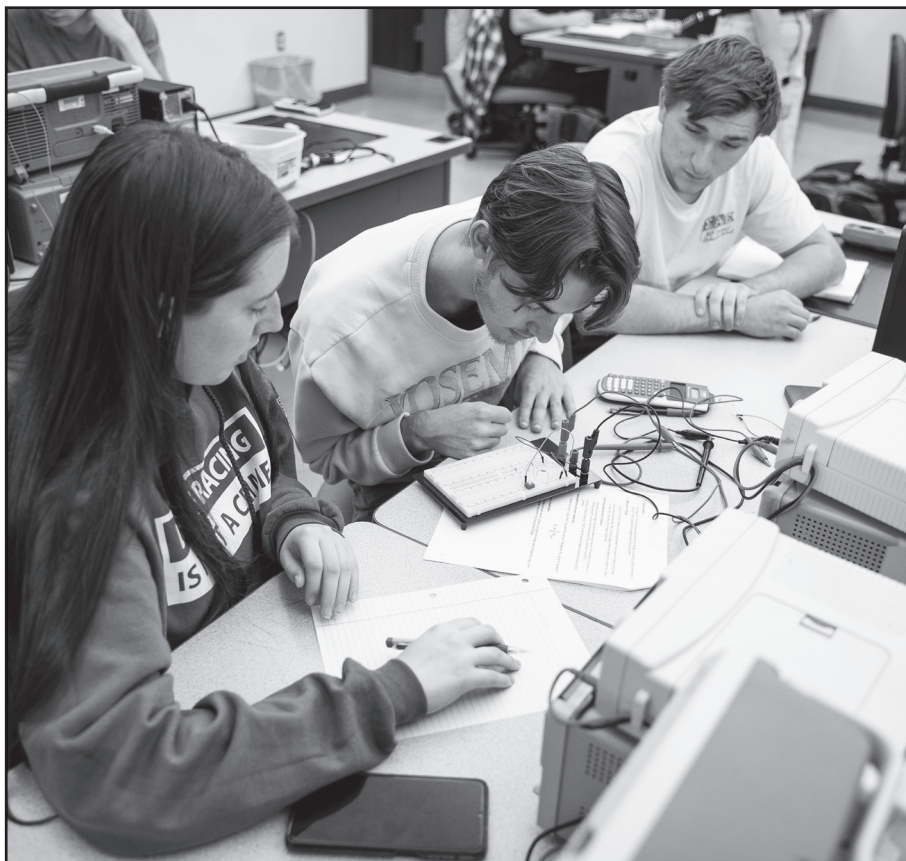




2026-2027

# Computer Engineering

## GUIDEBOOK

CHANGING LIVES.  
**CHANGING THE WORLD.**

**UE** University  
of Evansville

*The University of Evansville operates under a nondiscriminatory policy with regard to race, color, creed or religion, national origin, gender, sexual orientation, age, or disability.*

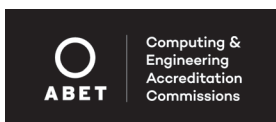
2026-2027  
**Computer Engineering**  
**PROGRAM GUIDEBOOK**

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## Webpage

[evansville.edu/ComputerEngineering](https://evansville.edu/ComputerEngineering)



The Computer Engineering program at the University of Evansville is accredited by the Engineering Accreditation Commission of ABET; [abet.org](https://abet.org).

*Revised 2026*

# Program Objectives

Computer engineers are always seeking new and innovative ways to make computers faster, more reliable, and smaller. They utilize design solutions to create and improve computer hardware and software. As technology becomes increasingly innovative and advanced, computer engineers will be in-demand across the globe. Practice areas include cybersecurity, manufacturing, artificial intelligence, embedded systems, consulting, and the biomedical field.

In accordance with ABET accreditation criteria, the faculty has established program educational objectives and outcomes for students majoring in Computer Engineering at the University of Evansville. The purpose of these is to ensure that graduates of the program are adequately prepared to enter the workforce as computer engineers. Recognizing that performance of students and graduates is an important consideration in the evaluation of an institution, a system of ongoing assessment is conducted by faculty to continuously improve the effectiveness of the program.

## Educational Objectives and Student Outcomes

In accordance with the EAC-ABET accreditation criteria, the faculty and the Computer Engineering Advisory Council have established program educational objectives and student outcomes for students majoring in Computer Engineering at the University of Evansville. The purpose of these program education objectives is to ensure that graduates of the program are adequately prepared to enter the practice of computer engineering. Recognizing that the performance of students and graduates is an important consideration in the evaluation of an institution, a system of ongoing assessment is conducted by the faculty to continuously improve the effectiveness of the program.

*"Graduates," are defined as Computer Engineering alumni within 3-5 years of graduation.*

- **Program Educational Objective 1:** Graduates shall be engaged in a professional career in computer engineering or a related field, and/or be pursuing advanced study. This involves recognizing the necessity of lifelong learning and adapting to a changing technological landscape.
- **Program Educational Objective 2:** Graduates shall be engaged in applications of technical problem-solving and effective communication, working successfully as individuals or within multidisciplinary teams.

- **Program Educational Objective 3:** Graduates shall be active, ethical participants in their professional community, demonstrating an awareness of the global, societal, and environmental impact of engineering solutions.

*"Students" are defined as Computer Engineering students at the time of graduation from the University of Evansville.*

- **Student Outcome 1:** an ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics
- **Student Outcome 2:** an ability to apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors
- **Student Outcome 3:** an ability to communicate effectively with a range of audiences
- **Student Outcome 4:** an ability to recognize ethical and professional responsibilities in engineering situations and make informed judgments, which must consider the impact of engineering solutions in global, economic, environmental, and societal contexts
- **Student Outcome 5:** an ability to function effectively on a team whose members together provide leadership, create a collaborative and inclusive environment, establish goals, plan tasks, and meet objectives
- **Student Outcome 6:** an ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions
- **Student Outcome 7:** an ability to acquire and apply new knowledge as needed, using appropriate learning strategies

In addition to strong technical skills, today's engineers in the global marketplace must be adept at working with other people who have very different professional backgrounds and who may be from other countries with different cultures. The University of Evansville is helping engineers meet that challenge by providing students with a strong liberal arts background and providing an opportunity for an international experience at Harlaxton College, our study abroad center in England.

The Computer Engineering program at UE provides an in-depth understanding of electrical engineering and computer science topics. Students receive extensive training in software design and implementation. The curriculum provides a broad-based understanding of hardware and software. Students will have a heavy focus on C++ programming language, data structures, computer-aided design and simulation, and electric and

digital circuit analysis. Laboratories are incorporated into the curriculum to provide hands-on training with computers and software design.

Students apply their knowledge to various projects during the second half of the program. This includes designing and inventing hardware and software to meet customized specifications. During this time, students will not only work with teams of students but also one-on-one with highly qualified professors.

The Computer Engineering curriculum is typical of most EAC-ABET accredited colleges and universities. What differentiates UE's program from larger university programs is the following:

- Students have the opportunity to study abroad at Harlaxton in England and still complete their Computer Engineering degree in eight semesters.
- Class sizes are small, allowing students to design projects and have a personal connection with their professors.
- The faculty is dedicated to teaching, which gives the program great flexibility. Course content is kept up-to-date, and innovative instruction techniques, such as interdisciplinary team projects, cooperative learning, and concurrent engineering are used in the classroom.
- Emphasis is placed on preparing students to enter the practice of computer engineering upon graduation.
- A personalized co-op program, featuring alternating terms of paid, full-time professional employment and University attendance, is available.
- The University's size and diversity facilitates the ability of Engineering students to interact with students and faculty in other programs, thus allowing intellectual and social interchange.
- Students are mentored to develop a love of learning and discovery that will motivate them to be lifelong learners.

# Undergraduate Research

There are numerous opportunities to conduct undergraduate research. All students are encouraged to participate in at least one undergraduate research project at some point during their four years at UE. Students who have an interest in graduate school are strongly encouraged to participate in multiple programs. Some of the undergraduate research opportunities available to students studying Electrical Engineering, Computer Engineering, or Computer Science are described below.

## **NSF Sponsored Research Experience for Undergraduates (REU)**

This program is sponsored by the National Science Foundation. It allows undergraduates to participate in research projects at major research institutions across the country. Participating students typically have a B+ or better grade point average and have achieved junior status. Most REUs provide a stipend (about \$2,000 to \$3,000 for 10 weeks) and some provide a housing or moving allowance. All REUs take place during the summer. For more information, visit [nsf.gov/crssprgm/reu/index.jsp](http://nsf.gov/crssprgm/reu/index.jsp).

## **UE Sponsored Undergraduate Research**

The University of Evansville also sponsors summer research projects, which typically provide a housing allowance or a stipend. Almost all academic areas participate in these projects that are awarded to students on a competitive basis. All projects result in a student publication or presentation at a national or regional conference.

## **Special Topics and Independent Study**

Many professors are willing to sponsor research projects during the school year. Students typically register for EE 498 or CS 498 and receive 1-3 hours of credit for such study.

## **National Competition Projects**

Computer Engineering students participate in several regional and national competitions, and all students (including freshmen) are eligible to participate in these projects. The southeast region of the Institute of Electrical and Electronics Engineers sponsors a robot competition each year. This is a team project and is usually completed as part of the senior design. Trinity University in Connecticut sponsors a national firefighting robot competition in which a robot must find its way through a maze, locate a candle, and extinguish it.

# Co-op and Intern Programs

Computer Engineering majors are encouraged to participate in cooperative education (co-op program) or internships during their time at UE. These programs offer students the opportunity to gain industrial experience working as a computer engineer while completing their Bachelor of Science in Computer Engineering (BSCoE).

Internships are available to students who would like to gain engineering work experience without a long-term commitment. Internships are available as full-time jobs during the summer or as part-time jobs during the school year.

The typical Computer Engineering co-op student goes to school the first two years just as a non-co-op student does. At the end of their sophomore year the co-op student goes to work and works through the summer. The student is back in school in the fall and out to work in the spring. Thereafter, the student alternates between work and school.

| CO-OP CALENDAR |          |          |                    |
|----------------|----------|----------|--------------------|
| Year           | Fall     | Spring   | Summer             |
| 1              | School 1 | School 2 | Work option        |
| 2              | School 3 | School 4 | Work 1             |
| 3              | School 5 | Work 2   | School/Work option |
| 4              | Work 3   | School 6 | Work 4             |
| 5              | School 7 | School 8 |                    |

Some students who are exceptionally well-prepared to enter the workforce may begin their co-op period in the summer after their freshman year. This is unusual and most students begin after their sophomore year. The summer after their junior year may be either school or work as needed. Many students work through this summer, thereby completing a full calendar year on the job.

To enter the co-op program, students should enroll in EXED 090. This is a noncredit course which should be taken during the fall of their sophomore year. This course covers such topics as résumé writing, interviewing, and what is expected on the job. During the spring of their sophomore year, the typical co-op student interviews with prospective employers. The Center for Career Development takes care of contacting employers and arranging interviews for students. Placement in a co-op or intern position is dependent on the outcome of the interview process.

Co-op and internship students in Computer Engineering have a wide range of employers to choose from. Employers are located in the immediate Evansville area, in the surrounding region of Indiana, Kentucky, and Illinois, and at various places throughout the country.

The companies listed below have had Computer Engineering students with co-op or intern opportunities in the past. If a student wants to work for a company with which we do not presently have a co-op program, the Center for Career Development will contact that company and attempt to establish a program. The requirement to qualify as a legitimate co-op employer is that the company has to provide a Computer Engineering opportunity for a prospective engineer that is relevant to the student's education and chosen profession.

|                    |                   |                       |
|--------------------|-------------------|-----------------------|
| Alcoa              | General Electric  | Toyota                |
| Boeing             | Intel Corporation | Whirlpool Corporation |
| CenterPoint Energy | NWSC Crane        | Wright-Patterson AFB  |

The real value of the co-op program is in the experience that it provides the student. A co-op job can be a financial benefit, but one term at work does not typically cover the cost of one term of education. The co-op program gives employers a chance to look at a student as a prospective employee without making a commitment to long-term employment. Likewise, these programs give the student a chance to look at a company and gain some experience before entering the workforce as a working professional.

Students who participate in the co-op and intern programs normally get a higher salary offer upon graduation than do non-co-op students. In many cases, the co-op employer provides a long-term employment opportunity for the co-op student upon graduation. About 25 percent of Computer Engineering students participate in the co-op program.

## Harlaxton College Option

Harlaxton College is the study abroad center of UE and is located in the rolling countryside of Grantham, England. Harlaxton is about a one-hour ride by train from London. Engineering students who choose to spend a semester studying at Harlaxton have easy access to England's culture, history, and entertainment.

Harlaxton is housed in a large Victorian manor where about 300 students and faculty members live and hold classes. The Manor has a state dining room, library, soccer field, sports hall, student lounges, bistro, tennis courts, and a number of historic state rooms where classes are held.

Computer Engineering students who wish to study one semester in England are encouraged to do so during the first semester of their sophomore year. At Harlaxton, Computer Engineering students typically take Calculus, British Studies, and general education classes. Harlaxton is on the semester system and all classes earn credit in the same way they would if they were taken in Evansville. Since the Computer Engineering program requires a number of general education classes, all classes taken at Harlaxton count as required courses toward the Computer Engineering degree. Tuition at Harlaxton is the same as tuition at UE, and all scholarships and loans may be applied to Harlaxton costs.

Students at Harlaxton are encouraged to travel on weekends. The Manor arranges eight to 10 weekend field trips to locations such as Nottingham, London, Scotland, and Wales. During some semesters, less frequent but longer trips are arranged to Ireland and throughout the continent.

Harlaxton has its own resident British faculty as well as visiting faculty from UE and other universities in the US. Likewise, students at Harlaxton come from UE as well as other universities in England and the US.

### Harlaxton Costs

While tuition at Harlaxton is the same as tuition at UE and all scholarships apply to Harlaxton, there are additional costs, namely those of travel. The typical round-trip airfare is about \$1,500, and the typical student at Harlaxton will spend an additional \$4,000 on weekend trips, souvenirs, and other miscellaneous expenses.

# UE Honors

## Graduation Requirements

Four steps to graduating from Honors at UE.

1. Earn 15 Honors Credit Hours
2. Complete an Honors Project or Moore Scholar Portfolio
3. Present the Honors Project or Portfolio at the Honors and Undergraduate Research Symposium
4. Achieve a cumulative GPA of 3.5

Need more details? Check out the website: <https://www.evansville.edu/honors/index.cfm>

## Ways to Earn Honors Credit

Honors Scholars may earn 15 Honors credit hours through any combination of these offerings:

### CHNG 310-H (Reimagining Honors)

This course, offered every semester through ChangeLab, may be taken for 0-3 credit hours.

### FYS 112 Common Read

Students who begin their Honors journey as freshmen in any given fall semester will enroll in an Honors section of FYS 112. Transfer students have the option of taking this course or enrolling in FYS 312 and contracting the course for Honors credit.

## Honors Course Contracts

Students may work with professors to contract a non-Honors course for credit. As long as they go through the approval process and the course instructor determines they have satisfactorily completed contracted assignments, the course will count toward the 15 hours of required coursework.

## Honors Sections of Standard Courses

These sections have an H after the course number in the course title. For example, BIOL 119-H01 is an Honors section. To see all available options, use the filter function in Self-Service.

## Honors Project or Portfolio and HON 410-H

All Honors Scholars register for HON 410 during the semester they complete their Honors Project or Portfolio. During the application process, students and their Project/Portfolio supervisors determine whether they should register for 0 - 3 credit hours. (See HON 410-H Guidelines for details.)

## Honors British Studies

Students who choose to study at Harlaxton should register for Honors sections of BRIT 320/330: British Studies Historical Perspectives and British Studies Literary Perspective. (Remember! Look for the H in the course title!) It is advisable to confirm with the Study Abroad Office that these courses will be offered when you plan to attend Harlaxton College.

## **Opting Up**

Honors students benefit from an enhanced academic experience that fosters deeper and more substantive learning. One mechanism designed to strengthen Honors students' academic experiences is the unique opportunity, reserved solely for Honors students, to "opt up" within general education. That is, Honors students are allowed to "opt up," by substituting a more challenging, upper-level course for a general education course.

## Bachelor of Science in Computer Engineering

| FALL      |                                        |    | SPRING   |                                |    |
|-----------|----------------------------------------|----|----------|--------------------------------|----|
| FRESHMAN  |                                        |    |          |                                |    |
| EE 101    | Introduction to Electrical Engineering | 3  | CS 210   | Fundamentals of Programming I  | 3  |
| FYS 112   | First Year Seminar                     | 3  | MATH 222 | Calculus II                    | 4  |
| MATH 221  | Calculus I                             | 4  | PHYS 210 | Calculus Physics I             | 4  |
| CHEM 118  | Principles of Chemistry                | 4  |          | General Education              | 3  |
|           | Foreign Language*                      | 3  |          | Foreign Language*              | 3  |
|           |                                        | 17 |          |                                | 17 |
| SOPHOMORE |                                        |    |          |                                |    |
| CS 215    | Fundamentals of Programming II         | 3  | EE 215   | Circuits II                    | 3  |
|           |                                        |    | EE 254   | Logic Design                   | 3  |
| EE 210    | Circuits                               | 3  | EE 342   | Electronics I                  | 3  |
| MATH 323  | Calculus III                           | 4  | ENGR 390 | Applied Engineering            |    |
| PHYS 211  | Calculus Physics II                    | 4  |          | Math                           | 3  |
|           | General Education                      | 3  | MATH 324 | Differential Equations         | 3  |
|           |                                        | 17 |          |                                | 15 |
| JUNIOR    |                                        |    |          |                                |    |
| EE 310    | Signals and Systems                    | 3  | CS 315   | Algorithms and Data Structures | 3  |
| EE 343    | Electronics II                         | 3  |          |                                |    |
| EE 354    | Embedded Systems                       | 3  | CS 470   | Operating Systems              | 3  |
| MATH 370  | Discrete Mathematics                   | 3  | EE 311   | Digital Signal Processing      | 3  |
|           | General Education                      | 3  | EE 454   | Microcontroller Applications   | 3  |
|           |                                        | 15 |          | General Education              | 3  |
|           |                                        |    |          |                                | 15 |
| SENIOR    |                                        |    |          |                                |    |
| CS 475    | Networks                               | 3  | EE 320   | Computer Architecture          | 3  |
| EE495     | Senior Project Phase 1                 | 3  | EE 497   | Senior Project Phase II        | 3  |
|           | Health & Wellness                      | 1  |          | Technical elective             | 3  |
|           | General Education                      | 3  |          | General Education              | 3  |
|           | Technical Elective                     | 3  |          | Free Elective                  | 3  |
|           | Free Elective                          | 3  |          |                                | 15 |
|           |                                        | 16 |          |                                |    |

\*Note: Only if necessary to meet the University foreign language requirement.

# Harlaxton College Option Plan of Study

## Bachelor of Science in Computer Engineering

| FALL      |                                        |    | SPRING   |                                 |    |
|-----------|----------------------------------------|----|----------|---------------------------------|----|
| FRESHMAN  |                                        |    |          |                                 |    |
| EE 101    | Introduction to Electrical Engineering | 3  | CS 210   | Applied Engineering Mathematics | 3  |
| FYS 112   | First Year Seminar                     | 3  | EE 210   | Circuits I                      | 3  |
| MATH 221  | Calculus I                             | 4  | MATH 222 | Calculus II                     | 4  |
| CHEM 118  | Principles of Chemistry                | 4  | PHYS 210 | Calculus Physics I              | 4  |
|           | Foreign Language*                      | 3  |          | Foreign Language*               | 3  |
|           |                                        | 17 |          |                                 | 17 |
| SOPHOMORE |                                        |    |          |                                 |    |
| BRIT 2XX  | British Studies                        | 3  | ENGR 390 | Fundamentals of                 | 3  |
| BRIT 2XX  | British Studies                        | 3  |          | Programing II                   |    |
| MATH 324  | Differential Equations                 | 3  | EE 215   | Circuits II                     | 3  |
|           | Health and Wellness                    | 1  | EE 342   | Electronics I                   | 3  |
|           | General Education                      | 3  | EE 254   | Logic Design                    | 3  |
|           | General Education                      | 3  | MATH 323 | Calculus III                    | 4  |
|           |                                        | 16 |          |                                 | 16 |
| JUNIOR    |                                        |    |          |                                 |    |
| EE 310    | Signals and Systems                    | 3  | CS 315   | Algorithms and Data             | 3  |
| EE 343    | Electronics II                         | 3  |          | Structures                      |    |
| EE 354    | Embedded Systems                       | 3  | CS 470   | Operating Systems (ODD)         | 3  |
| CS 215    | Fundamentals of                        | 3  | EE 311   | Digital Signal Processing       | 3  |
|           | Programming II                         |    |          | General Education               | 3  |
| MATH 370  | Discrete Mathematics                   | 3  | EE 454   | Microcontroller                 | 3  |
|           |                                        | 15 |          | Applications                    |    |
|           |                                        |    |          |                                 | 15 |
| SENIOR    |                                        |    |          |                                 |    |
| CS 475    | Networks                               | 3  | CS 320   | Comp. Architecture              | 3  |
| EE495     | Senior Project Phase 1                 | 3  | EE497    | Senior Project Phase 2          | 3  |
| PHYS 211  | Calculus Physics II                    | 4  |          | Free Elective                   | 3  |
|           | Free Elective                          | 3  |          | Technical elective              | 3  |
|           | Technical Elective                     | 3  |          | General Education               | 3  |
|           |                                        | 16 |          |                                 | 15 |

\*Note: Only if necessary to meet the University foreign language requirement.

## Engineering Management Minor

A minor in Engineering Management is offered by the School of Engineering and Computer Science in cooperation with the Schroeder Family School of Business Administration. For Electrical and Computer Engineering students, the Engineering Management minor can be earned by taking the following courses.

### Engineering Management Minor (18 hours)

|           |                                                                            |
|-----------|----------------------------------------------------------------------------|
| ECON 101  | Principles of Macroeconomics<br>(general education elective)               |
| or        |                                                                            |
| ECON 102  | Principles of Microeconomics                                               |
| ENGR 390  | Applied Engineering Mathematics (required)                                 |
| ENGR 409  | Engineering Economy and Decision Making                                    |
| COMM 380* | Intercultural Communication<br>(general education outcome 9 and overlay A) |
| or        |                                                                            |
| BUS 100   | Introduction to Business                                                   |
| MGT 331   | International Business Strategy                                            |
| or        |                                                                            |
| MGT 377   | Organizational Behavior                                                    |
| LSCM 315  | Introduction to Logistics and Supply Chain Management                      |

All Computer Engineering students pursuing this minor should see an advisor to carefully choose courses which also meet general education requirements.

## Mathematics Minor

To obtain a minor in Mathematics from the College of Arts and Sciences, students must take MATH 221, MATH 222, and four Mathematics courses numbered 300 or above (including ENGR 390 and PHYS 305). Students who satisfy the Computer Engineering degree requirements automatically satisfy the requirements for the minor in Mathematics.

## Computer Science Minor

A minor in Computer Science is offered by the School of Engineering and Computer Science. Electrical and Computer Engineering students can earn a Computer Science minor by taking the following courses.

|                                             |                                       |
|---------------------------------------------|---------------------------------------|
| ENGR 123                                    | Programming for Engineers             |
| or                                          |                                       |
| CS 210                                      | Fundamentals of Programming I         |
| CS 220                                      | Logic Design and Machine Organization |
| or                                          |                                       |
| EE 254                                      | Logic Design                          |
| CS 215                                      | Fundamentals of Programming II        |
| CS 290                                      | Object Oriented Design                |
| Plus 9 hours of 300 or 400 level CS courses |                                       |

Computer Engineering students automatically satisfy the requirements for the minor in Computer Science.

# Courses

For course descriptions, visit [evansville.edu/ComputerEngineering](http://evansville.edu/ComputerEngineering) and select About Our Program > Course Offerings.

EE 210 Circuits I

EE 215 Circuits II

EE 224 Electrical Engineering Programming Laboratory

EE 254 Logic Design

EE 310 Signals and Systems

EE 311 Linear Systems and DSP II

EE 330 Introduction to Power Systems

EE 342 Electronics I

EE 343 Electronics II

EE 354 Digital Systems

EE 356 Small Computer Software

EE 360 Linear Control Systems

EE 380 Intermediate Electrical Projects Lab

EE 410 Analog Circuit Synthesis

EE 415 Digital Image Processing

EE 420 Engineering Electromagnetics

EE 421 Photonics I

EE 422 Photonics II

EE 425 Lines Waves and Antennas

EE 430 Energy Conversion Systems

EE 432 Analysis of Power Systems

EE 437 Power System Planning

EE 438 Electric Power Quality

EE 440 Communication Electronics

EE 445 Industrial Electronics and Controls

EE 454 Microcontroller Applications

EE 456 Small Computer System Design

EE 458 Embedded Systems and Real-Time Programming

EE 465 Digital Control Systems

EE 470 Analog and Digital Communications Theory  
EE 471 Wireless Communication Theory  
EE 494 Senior Project Seminar  
EE 495 Senior Project Phase 1  
EE 497 Senior Project Phase 2  
EE 498 Independent Study in Electrical Engineering  
EE 499 Special Topics in Electrical Engineering  
CS 101 Introduction to Computer Science  
CS 210 Fundamentals of Programming I  
CS 215 Fundamentals of Programming II  
CS 220 Logic Design and Machine Organization  
CS 290 Object-Oriented Design  
CS 310 Puzzle Programming  
CS 315 Algorithms and Data Structures  
CS 320 Computer Architecture  
CS 350 Computer/Human Interaction  
CS 355 Computer Graphics  
CS 375 UNIX System Programming  
CS 376 Small Computer Software  
CS 380 Programming Languages  
CS 381 Formal Languages  
CS 390 Software Engineering  
CS 391 Software Engineering II  
CS 415 Cryptography  
CS 430 Artificial Intelligence  
CS 440 Databases  
CS 455 Advanced Graphics  
CS 470 Operating Systems  
CS 472 Concurrent and Parallel Programming  
CS 473 Mobile Application Development  
CS 475 Networks  
CS 478 Embedded Systems and Real-Time Programming  
CS 494 Senior Project Seminar

CS 495 Senior Project Phase I

CS 497 Senior Project Phase II

CS 498 Independent Study in Computer Science

CS 499 Special Topics in Computer Science

# Faculty and Staff

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## Other Contacts

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