

MASTER OF SCIENCE IN COMPUTER ENGINEERING

The Master of Science in Computer Engineering program at Atlantis University prepares students for careers in various sectors such as telecommunications, industry, government, education, networking, and software development. It emphasizes the synthesis of systems for control, computation, and communication, providing graduates with the skills needed to thrive in today's rapidly advancing technological landscape.

PROGRAM OVERVIEW

30 Credits

Duration
14 Months

10 Courses

Tuition **\$35,260**
(both in-state and out-of-state)

PROGRAM OBJECTIVES

- **Specialized Professionals:** Prepare graduates for success in specialized areas of computer engineering.
- **Commitment to Learning:** Instill a desire for research, innovation, and lifelong learning.
- **Engineering Responsibility:** Uphold the responsibilities of the engineering profession.

PROGRAM OUTCOMES

- **Graduates will be able to:**
 - Apply advanced engineering knowledge in identifying, formulating, and solving engineering problems.
 - Select and use techniques, skills, and modern tools necessary for research or professional practice.
 - Communicate effectively.
 - Recognize the need for, and engage in, lifelong learning.
 - Attend to professional and ethical responsibilities.

admissions@atlantisuniversity.edu
+1 (305) 377 -8817

CURRICULUM BREAKDOWN COURSES

CORE COMPETENCIES(12 CREDITS)

- MET 510 Network Systems and Technologies (3 credits)
- MET 520 Cloud Computing and Data Analytics (3 credits)
- MET 530 Information Security (3 credits)
- MET 540 Systems Integration and Architecture (3 credits)

TECHNICAL COURSES (15 CREDITS)

• Computer Systems (6 Credits Required):

- EGN 508 Enterprise Client-server Software (3 credits)
- EGN 514 Wireless Communications (3 credits)
- EGN 545 Introduction to Embedded Systems (3 credits)
- MIT 588 Software Development and Management (3 credits)
- MIT 562 Programming and Applications Development (3 credits)
- MIT 602 ITIL Service Oriented Architecture (3 credits)

• Computing Theory (3 Credits Required):

- EGN 512 High-Performance Programming with Multicore and GPUs (3 credits)
- MIT 534 Governance and Compliance (3 credits)
- MIT 622 High-Performance Databases (3 credits)

• Project Management (6 Credits Required):

- MBA 675 IT and Business Transformation (IBIT) (3 credits)
- MBA 702 Operations and Project Management (3 credits)
- EGN 649 Research Project (3 credits)
- MCS 626 IT Operations (3 credits)
- MIT 501 E-Business Technology and Management (3 credits)

FINAL RESEARCH PROJECT (3 CREDITS)

- EGN 699 Final Project (Capstone) (3 credits)

DEGREE REQUIREMENTS (NO CREDIT)

- LIS 400 Information Resources for Academic and Professional Success
- LIS 500 Scholarly Writing and Research Strategies
- LIS 700 Research Methodology

CAREER OPPORTUNITIES

Graduates acquire skills for roles such as:

- Computer Systems Analyst
- Software Engineer
- Network Engineer
- Embedded Systems Developer
- IT Project Manager
- Systems Architect

The program ensures graduates can apply advanced engineering knowledge, use modern tools, communicate effectively, engage in lifelong learning, and fulfill professional and ethical responsibilities.

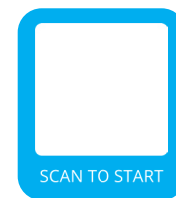
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IN A DYNAMIC COMMUNITY.

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