

Welcome to the

# Computer Science Major Animation Emphasis

in the College of Physical and Mathematical Sciences

## College Advisement Center

Website: <https://science.byu.edu/advisement>  
Email: [science.math.advisement@byu.edu](mailto:science.math.advisement@byu.edu)  
Phone: 801-422-2674  
Office: N-181 ESC

## Computer Science Department

Website: [cs.byu.edu](http://cs.byu.edu)  
Email: [csoffice@cs.byu.edu](mailto:csoffice@cs.byu.edu)  
Phone: 801-422-3027  
Office: 3361 TMCB



## Undergraduate Department Advisor – Lynnette Nelson

Email: [lnelson@cs.byu.edu](mailto:lnelson@cs.byu.edu)  
Phone: 801-422-9439  
Office: 2250 TMCB

## Internship Coordinator – Dennis Ng (International Students only)

Email: [ng@compsci.byu.edu](mailto:ng@compsci.byu.edu)  
Phone: 801-422-2835  
Office: 3322 TMCB

## University Career Services – Lane Muranaka

Website: [careers.byu.edu](http://careers.byu.edu) (Handshake--see flyer in packet)  
Email: [lane\\_muranaka@byu.edu](mailto:lane_muranaka@byu.edu)  
Phone: 801-422-9360, or 801-422-2674 (schedule appointment)  
Office: N221-J ESC

STEM Alliance--Connect with STEM employers, mentors, and clubs: [stemalliance.byu.edu](http://stemalliance.byu.edu)  
Clubs

**ACM** – Kimball Germane, [kimball@cs.byu.edu](mailto:kimball@cs.byu.edu), and visit [acm.byu.edu](http://acm.byu.edu) to join and learn more

**AI**— Porter Jenkins, [pjenkins@cs.byu.edu](mailto:pjenkins@cs.byu.edu)

**Developers Club** – Kimball Germane, [kimball@cs.byu.edu](mailto:kimball@cs.byu.edu), and visit [dev.byu.edu](http://dev.byu.edu) to join and learn more

**BYU Competitive Programming Club**—Ryan Farrell (2216 TMCB), [farrell@cs.byu.edu](mailto:farrell@cs.byu.edu), 422-3222

**Gaming** – Seth Holladay (2220 TMCB), [seth\\_holladay@byu.edu](mailto:seth_holladay@byu.edu), 422-6490

**Linux Users Group** – Casey Deccio (3368 TMCB), [linuxclub.cs.byu.edu](http://linuxclub.cs.byu.edu), 422-5319

**Women in Computer Science** – Nancy Fulda - [nfulda@cs.byu](mailto:nfulda@cs.byu), and visit [wics.byu.edu](http://wics.byu.edu) to join and learn more

Learning outcomes can be found here: <https://learningoutcomes.byu.edu/Courses/program-courses/693223/Computer+Science+BS+Animation/1323>

# Things to Know

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## Resources for Graduation Planning

- Flow Charts and Major Academic Plans (MAPs) can be found here:  
<https://science.byu.edu/advisement/flowcharts>.
- Academic advisors in N-181 ESC will help you understand course sequencing and help you plan classes to efficiently fill requirements. They can also help you with study skills and initial career exploration as well as connecting you with correct resources.
- Plan and register from your plan on MyMAP. Your academic advisor can help you understand how to best utilize this resource.
- Evaluate your current program. Periodically major programs are updated. An academic advisor would be happy to review the differences between the programs with you to help you determine what would be best for you.
- Consider meeting with a faculty advisor in your department. Contact info is found on first page of this packet.

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## Tutoring Resources and Research

- Volunteer peer tutors are available through Y Serve if you need help with a class. Also, if you excel in a subject, consider serving your fellow students by becoming a tutor. Find out more here: <https://tutoring.byu.edu/>.
- Many departments provide TA Tutorial Labs and research opportunities. Check your department for details:
  - Chemistry and Biochemistry: C-100 BNSN, 801-422-3667, <https://www.chem.byu.edu/>
  - Computer Science: 3361 TMCB, 801-422-3027, [csoffice@cs.byu.edu](mailto:csoffice@cs.byu.edu)
  - Geological Sciences: S-389 ESC, 801-422-3918, [geology@byu.edu](mailto:geology@byu.edu)
  - Mathematics: 275 TMCB, 801-422-2061, [office@mathematics.byu.edu](mailto:office@mathematics.byu.edu)
  - Mathematics Education: 167 TMCB, 801-422-1735, [office@mathed.byu.edu](mailto:office@mathed.byu.edu)
  - Physics and Astronomy: N-283 ESC, 801-422-4361, [physics\\_office@byu.edu](mailto:physics_office@byu.edu)
  - Statistics: 2152 WVB, 801-422-4505, [statsec@stat.byu.edu](mailto:statsec@stat.byu.edu)

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## Prepare Early for a Career

- Check out University Career Services in 2590 WSC and at <https://ucs.byu.edu/>.
- Consider doing an internship.
  - Attend the STEM and Career Fairs held in fall and winter semesters.
  - Talk to your department about internship opportunities.
  - Use LinkedIn and Handshake (see flyer in this packet) to connect with alumni and apply for jobs/internships. BYU Connect is another great resource for networking ([connect.byu.edu](http://connect.byu.edu)).
  - Talk with the college Career Director who can help you search for internships as well as assist you with many other career related strategies (see first page of this packet).
- Consider taking StDev 317 (Career Strategies) your junior year.
- Consider taking either Chem 502, CS 502, Geol 502, Math 502, PHSCS 502, or STAT 502 (1-credit Job Search Class). Class is held for 1 hour per week for eight non-consecutive weeks throughout the semester.

# BS in Computer Science: Animation and Games (693223) MAP Sheet

Physical and Mathematical Sciences, Computer Science

For students entering the degree program during the 2022-2023 curricular year.

This is a limited-enrollment program requiring departmental admissions approval. Please see the department office for information regarding requirements for admission to this emphasis.

Application deadline: April 15 and December 15 after completing the prerequisite courses listed below.



University Core and Graduation Requirements	Suggested Sequence of Courses	
<b>University Core Requirements:</b>		
<b>Requirements</b>	<b>#Classes</b>	<b>Hours</b>
<b>Religion Cornerstones</b>	<b>Classes</b>	
Teachings and Doctrine of The Book of Mormon	1	2.0
Jesus Christ and the Everlasting Gospel	1	2.0
Foundations of the Restoration	1	2.0
The Eternal Family	1	2.0
<b>The Individual and Society</b>		
American Heritage	1-2	3-6.0
Global and Cultural Awareness	1	3.0
<b>Skills</b>		
First Year Writing	1	3.0
Advanced Written and Oral Communications	1	3.0
Quantitative Reasoning	1	4.0
Languages of Learning (Math or Language)	1	4.0
<b>Arts, Letters, and Sciences</b>		
Civilization 1	1	3.0
Civilization 2	1	3.0
Arts	1	3.0
Letters	1	3.0
Biological Science	1	3-4.0
Physical Science	1	3.0
Social Science	1	3.0
<b>Core Enrichment: Electives</b>		
Religion Electives	3-4	6.0
Open Electives	Variable	Variable
*THESE CLASSES FILL BOTH UNIVERSITY CORE AND PROGRAM REQUIREMENTS (13-23 hours overlap)		
<b>Graduation Requirements:</b>		
Minimum residence hours required		30.0
Minimum hours needed to graduate		120.0
<p><b>FRESHMAN YEAR</b></p> <p><b>1st Semester</b></p> <p>C S 111 3.0</p> <p>STAT 121 or 201 3.0</p> <p>First-year Writing or American Heritage 3.0</p> <p>MATH 112 4.0</p> <p>Religion Cornerstone course 2.0</p> <p><b>Total Hours 15.0</b></p> <p><b>2nd Semester</b></p> <p>First-year Writing or American Heritage 3.0</p> <p>C S 235 3.0</p> <p>Physics 121 3.0</p> <p>MATH 113 4.0</p> <p>Religion Cornerstone course 2.0</p> <p><b>Total Hours 15.0</b></p> <p><b>SOPHOMORE YEAR</b></p> <p><b>3rd Semester</b></p> <p>C S 236 3.0</p> <p>CSANM 150 1.5</p> <p>C S 224 3.0</p> <p>Civilization 1 3.0</p> <p>Religion Cornerstone course 2.0</p> <p>Arts 3.0</p> <p><b>Total Hours 15.5</b></p> <p><b>4th Semester</b></p> <p>C S 240 4.0</p> <p>C S 252 3.0</p> <p>MATH 213 2.0</p> <p>MATH 215 1.0</p> <p>Social Science 3.0</p> <p>Religion Cornerstone course 2.0</p> <p><b>Total Hours 15.0</b></p> <p><b>JUNIOR YEAR</b></p> <p><b>5th Semester</b></p> <p>WRTG 316 3.0</p> <p>C S 324 3.0</p> <p>C S 312 3.0</p> <p>CS 355 3.0</p> <p>Religion elective 2.0</p> <p>Open elective 1.0</p> <p><b>Total Hours 15.0</b></p> <p><b>6th Semester</b></p> <p>CSANM 354 3.0</p> <p>C S 455 3.0</p> <p>C S 340 3.0</p> <p>Civilization 2 (ARTHC 202) 3.0</p> <p>Global and Cultural Awareness 3.0</p> <p><b>Total Hours 15.0</b></p> <p><b>SENIOR YEAR</b></p> <p><b>7th Semester</b></p> <p>CS 404 2.0</p> <p>CSANM 450R or CSANM 459R 3.0</p> <p>CSANM Elective 3.0</p> <p>Letters 3.0</p> <p>Religion Elective 2.0</p> <p>Open Elective 2.0</p> <p><b>Total Hours 15.0</b></p> <p><b>8th Semester</b></p> <p>Computer Science Elective 3.0</p> <p>CSANM Elective 3.0</p> <p>Biological Science 3.0</p> <p>CSANM Elective 3.0</p> <p>Religion Elective 2.0</p> <p>Open Elective 1.0</p> <p><b>Total Hours 15.0</b></p> <p>Note 1: The sequence of courses may not fit the circumstances of every student. Students should contact their college advisement center for help in outlining an efficient schedule.</p> <p>Note 2: Students are encouraged to complete an average of 15 credit hours each semester or 30 credit hours each year, which could include spring and/or summer terms. Taking fewer credits substantially increases the cost and the number of semesters to graduate.</p> <p>FOR UNIVERSITY CORE OR PROGRAM QUESTIONS, CONTACT THE ADVISEMENT CENTER.</p>		

## BS in Computer Science: Animation and Games (693223)

### 2022-2023 Program Requirements (77 - 80.5 Credit Hours)

<p><b>Grades below C- are not allowed in major courses.</b></p> <p><b>REQUIREMENT 1</b> Complete 3 courses</p> <p><b>PREREQUISITE COURSES:</b></p> <p>C S 111 - Introduction to Computer Science 3.0</p> <p>C S 235 - Data Structures and Algorithms 3.0</p> <p>CSANM 150 - Introduction to Three-Dimensional Computer Graphics 1.5</p> <p><b>Be admitted to the program.</b></p> <p><b>REQUIREMENT 2</b> Complete 10 courses</p> <p><b>COMPLETE THE FOLLOWING AFTER BEING ADMITTED TO THE PROGRAM:</b></p> <p>C S 224 - Introduction to Computer Systems 3.0</p> <p>C S 236 - Discrete Structures 3.0</p> <p>C S 240 - Advanced Programming Concepts 4.0</p> <p>C S 252 - Introduction to Computational Theory 3.0</p> <p>C S 312 - Algorithm Design and Analysis 3.0</p> <p>C S 324 - Systems Programming 3.0</p> <p>C S 340 - Software Design 3.0</p> <p>C S 355 - Interactive Graphics and Image Processing 3.0</p> <p>C S 404 - Ethics and Computers in Society 2.0</p> <p>C S 455 - Computer Graphics 3.0</p> <p><b>REQUIREMENT 3</b> Complete 5 courses</p> <p><b>SUPPORTING COURSES:</b></p> <p>CSANM 354 - Shader Programming 3.0</p> <p>MATH 112 - Calculus 1 4.0</p> <p>MATH 113 - Calculus 2 4.0</p> <p>PHSCS 121 - Introduction to Newtonian Mechanics 3.0</p> <p>*WRTG 316 - Technical Communication 3.0</p> <p><b>REQUIREMENT 4</b> Complete 1 option</p> <p><b>OPTION 4.1</b> Complete 1 course</p> <p>MATH 313 - (Not currently offered)</p> <p><b>OPTION 4.2</b> Complete 2 courses</p> <p>MATH 213 - Elementary Linear Algebra 2.0</p> <p>MATH 215 - Computational Linear Algebra 1.0</p> <p><b>REQUIREMENT 5</b> Complete 1 course</p> <p>CSANM 450R - Advanced Senior Film Production 1 3.0</p> <p><i>You may take this course up to 2 times.</i></p> <p>CSANM 459R - Video Game Production 1 3.0</p> <p><i>You may take this course up to 2 times.</i></p> <p><b>REQUIREMENT 6</b> Complete 1 course</p> <p>STAT 121 - Principles of Statistics 3.0</p> <p>STAT 201 - Statistics for Engineers and Scientists 3.0</p> <p><b>REQUIREMENT 7</b> Complete 1 course</p>	<p><b>NOTE: IF C S 401R IS CHOSEN, IT MUST BE TAKEN FOR THREE HOURS.</b></p> <p>C S 260 - Web Programming 3.0</p> <p>C S 329 - Testing, Analysis, and Verification 3.0</p> <p>C S 330 - Concepts of Programming Languages 3.0</p> <p>C S 345 - Operating Systems Design 3.0</p> <p>C S 356 - Designing the User Experience 3.0</p> <p>C S 393 - Advanced Algorithms and Problem Solving 3.0</p> <p>C S 401R - Topics in Computer Science 3.0v</p> <p><i>You may take up to 3 credit hours.</i></p> <p>C S 412 - Linear Programming and Convex Optimization 3.0</p> <p>C S 418 - (Not currently offered)</p> <p>C S 428 - Software Engineering 3.0</p> <p>C S 431 - Algorithmic Languages and Compilers 3.0</p> <p>C S 450 - Computer Vision 3.0</p> <p>C S 452 - Database Modeling Concepts 3.0</p> <p>C S 453 - Fundamentals of Information Retrieval 3.0</p> <p>C S 456 - Introduction to User Interface Software 3.0</p> <p>C S 460 - Computer Communications and Networking 3.0</p> <p>C S 462 - Large-Scale Distributed System Design 3.0</p> <p>C S 465 - Computer Security 3.0</p> <p>C S 470 - Introduction to Artificial Intelligence 3.0</p> <p>C S 471 - Voice User Interfaces 3.0</p> <p>C S 472 - Introduction to Machine Learning 3.0</p> <p>C S 474 - Introduction to Deep Learning 3.0</p> <p>C S 486 - Verification and Validation 3.0</p> <p>EC EN 425 - Real-Time Operating Systems 4.0</p> <p><b>REQUIREMENT 8</b> Complete 3 courses</p> <p><b>COURSES USED TO FULFILL REQUIREMENT 6 CANNOT BE DOUBLE COUNTED HERE. NOTE: IF C S 401R, C S 498R, OR C S 501R IS CHOSEN, IT MUST BE TAKEN FOR THREE HOURS.</b></p> <p>C S 401R - Topics in Computer Science 3.0v</p> <p><i>You may take up to 3 credit hours.</i></p> <p>C S 412 - Linear Programming and Convex Optimization 3.0</p> <p>C S 418 - (Not currently offered)</p> <p>C S 428 - Software Engineering 3.0</p> <p>C S 431 - Algorithmic Languages and Compilers 3.0</p> <p>C S 450 - Computer Vision 3.0</p> <p>C S 452 - Database Modeling Concepts 3.0</p> <p>C S 453 - Fundamentals of Information Retrieval 3.0</p>	<p>C S 456 - Introduction to User Interface Software 3.0</p> <p>C S 460 - Computer Communications and Networking 3.0</p> <p>C S 462 - Large-Scale Distributed System Design 3.0</p> <p>C S 465 - Computer Security 3.0</p> <p>C S 470 - Introduction to Artificial Intelligence 3.0</p> <p>C S 471 - Voice User Interfaces 3.0</p> <p>C S 472 - Introduction to Machine Learning 3.0</p> <p>C S 474 - Introduction to Deep Learning 3.0</p> <p>C S 486 - Verification and Validation 3.0</p> <p>C S 498R - Undergraduate Special Projects 3.0v</p> <p><i>You may take up to 3 credit hours.</i></p> <p>C S 500 - (CS-Chem-Geol-Math-MthEd-Phscs-Stat) Business Career Essentials 1.5</p> <p>C S 501R - Advanced Topics in Computer Science 3.0v</p> <p><i>You may take up to 3 credit hours.</i></p> <p>C S 513 - Robust Control 3.0</p> <p>C S 580 - Theory of Predictive Modeling 3.0</p> <p>CSANM 252 - Introduction to Three-Dimensional Animation 3.0</p> <p>CSANM 258 - Scripting for Animation 3.0</p> <p>CSANM 340 - Introduction to Game Design 2.0</p> <p>CSANM 342 - Real-time Techniques 3.0</p> <p>CSANM 351R - Lighting for Three-Dimensional Graphics 3.0</p> <p>CSANM 353 - Previsualization 3.0</p> <p>CSANM 355 - Photography for Animation 3.0</p> <p>CSANM 452R - Advanced Senior Film Production 2 3.0</p> <p>CSANM 454 - Advanced Shading 3.0</p> <p>CSANM 458 - Three-Dimensional Visual Effects 3.0</p> <p>CSANM 460R - Video Game Production 2 3.0</p> <p>DESAN 364R - Digital Sculpting 3.0</p> <p>EC EN 425 - Real-Time Operating Systems 4.0</p> <p><b>REQUIREMENT 9</b> Complete 1 course</p> <p>ARTHC 111 - Introduction to Art History 3.0</p> <p>ARTHC 202 - World Civilization Since 1500 3.0</p> <p>TMA 294 - History of Animation 3.0</p> <p><b>REQUIREMENT 10</b></p> <p>Complete Senior Exit interview with the CS department during your last semester or term.</p>
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## BS in Computer Science: Animation and Games (693223)

2022-2023

### THE DISCIPLINE

Computer science touches virtually every area of human endeavor. Software is responsible for everything from the control of kitchen appliances to sophisticated climate models used in predicting future environmental change. Students in computer science learn to approach complex problems in business, science, and entertainment using their strong background in mathematics, algorithms, and data structures.

The degree programs in the Computer Science Department prepare students to be confident software developers and technical problem solvers. The curriculum also trains students for research into new avenues where computers will have a significant impact. The BS curriculum is accredited by the Computing Accreditation Commission of ABET.

### CAREER OPPORTUNITIES

Graduates pursue exciting opportunities in graphics, artificial intelligence, software engineering, database design, scientific programming, systems administration, and research at universities and national laboratories.

Students completing the animation emphasis will be prepared for technical positions at animation and game programming studios. Students will learn both the technical and artistic side of creating and implementing digital animations and games.

The bioinformatics emphasis is designed for students who are interested in building software to assist in analyzing biological systems. Students will graduate with a significant background in biology coupled with the software development and analysis skills necessary to implement large bioinformatics applications.

### MAP DISCLAIMER

While every reasonable effort is made to ensure accuracy, there are some student populations that could have exceptions to listed requirements. Please refer to the university catalog and your college advisement center/department for complete guidelines.

### DEPARTMENT INFORMATION

#### Computer Science Department

Brigham Young University  
3361 Talmage Building  
Provo, UT 84602  
Telephone: (801) 422-3027

### ADVISEMENT CENTER INFORMATION

#### Physical and Mathematical Sciences College Advisement Center

Brigham Young University  
N-181 ESC  
Provo, UT 84602  
Telephone: (801) 422-2674

# BYU Computer Science Animation and Games Emphasis

Fall 2022 Requirements

77 – 80.5 credits

1. Grades below C- are not allowed in major courses

### Core Course Requirements (78.5-79.5 Hours)

- Complete the following prerequisite courses: CS 111, CS 235, CSANM 150, \*\*DESAN 101
- Apply to the program
- Complete the following: CS 111 CS 224, 236, 240, 252, 312, 324, 340, 355, 404, 455
- Complete the following supporting courses: CSANM 354, Wrtg 316, Math 112, 113, 213, 215, Phscs 121, and Stat 121 or 201
- Complete either CSANM 450R or 459R

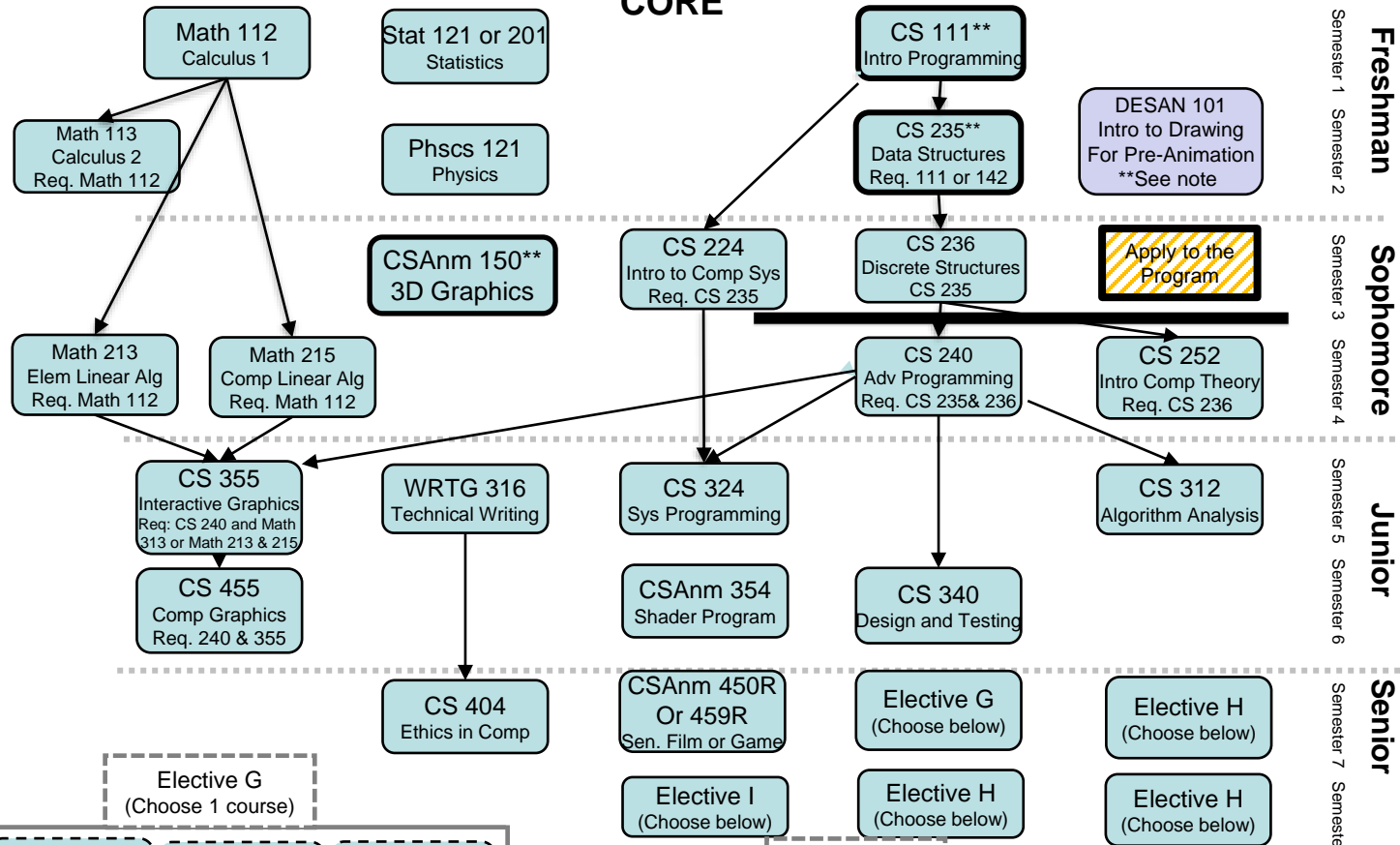
### Elective Course Requirements

- Complete 1 course from the following: ARTHC 111, ARTHC 202 or TMA 294
- Complete 3 courses from the following: CS401R, 412, 428,431, 450, 452, 453, 456, C 460, 462, 465, 470, 471, 472, 474, 486,498R\*, 501R\*, 500, 513, 580, CSANM 252,CSANM 258,CSANM 340, CSANM 342, CSANM 351R, , CSANM 353, CSANM 355, CSANM 452R, CSANM 454, CSANM 458, CSANM 460R, DESAN 364R, ECEN 425
- Complete 1 courses from the following: CS 260, 329, 330, 345, 356, 393, 401R, 412,418, 428, 431, 450,452, 453, 456, 460, 462, 465, 470, 471, 472, 474, 486,ECEN 425, or any 400-level CS courses (except CS 404, 405, and 498R\*)

\*CS 401R, 498R & 501R must be taken for 3 credits

\*\* DESAN 101 is not officially required, however the Lego Project required to apply to the program will be completed in DESAN 101

## CORE



Freshman  
Semester 1  
Semester 2  
Sophomore  
Semester 3  
Semester 4  
Junior  
Semester 5  
Semester 6  
Senior  
Semester 7  
Semester 8

### Key

- Elective classes
- Core classes
- Prerequisite
- - -> May be taken concurrently
- \*\*** Must be completed before applying

<b>CS 260</b> Web Programming Req: 142 or 111	<b>CS 401R**</b> Topics in CS	<b>CS 453</b> Info Retrieval Req: 240	<b>CS 471</b> Voice User Interfaces	Elective H (Choose 3 course)	CSANM 452R Senior Film 2										
<b>CS 329</b> Test, Analysis, Verify Req: 240	<b>CS 412</b> Programming & Convex Optimization	<b>CS 456</b> UI Software Req: 240, 256	<b>CS 472</b> Machine Learning 312, Math 213, Stat 121			Elective I (Choose 1 course)	CSANM 454 Advanced Shading								
<b>CS 330</b> Prog Languages Req: 240	<b>CS 428</b> Software Engineer Req: 340	<b>CS 460</b> Networks Req: 324 or 360	<b>CS 474</b> Deep Learning 612, Math 213, Stat 121					CSANM 340 Intro to Game Design	CSANM 458 3D Effects						
<b>CS 345</b> Operating Sys Dsgn Req: 224 & 240	<b>CS 431</b> Languages & Compilers	<b>CS 462</b> Distributed Systems Req: 324, 340	<b>CS 486</b> Verification & Valid Req: 312							CSANM 342 Real time techniques	CSANM 460R Video Game 2				
<b>CS 356</b> User Experience Req: 240	<b>CS 450</b> Computer Vision	<b>CS 465</b> Security Req: 324 or 360	EC EN 425 Real Time Op Sys Req: EC EN 323 & 330									CSANM 351R Lighting for 3D	DESAN 364R Digital Sculpting		
<b>CS 393</b> Algorithms & Problem Solving	<b>CS 452</b> Database Modeling Req: 240	<b>CS 470</b> Artificial Intelligence 312, Math 313, Stat 121	Any 400 level course listed, under elective G											CSANM 252 Intro to 3-dimensional Graphics	CSANM 454 Advanced Shading
				CS 498R Special Projects CS 240	CS 580 Predictive Modeling Math 213&215										
				CS 500 Career Essentials In CS	CSANM 252 Intro to 3-dimensional Graphics	CSANM 342 Real time techniques	CSANM 458 3D Effects								
				CS 501R Advanced Topics In CS	CSANM 258 Scripting for Animation	CSANM 351R Lighting for 3D	CSANM 460R Video Game 2								
				CS 513 Robust Control Math 213&215	CSANM 353 Previsualization	CSANM 351R Lighting for 3D	DESAN 364R Digital Sculpting								
						CSANM 355 Photo for Anim	EC EN 425 Real Time Op Sys								

## handshake

BYU's own job board. Employers who want to hire BYU graduates or offer internships to current students post job openings to this website and students apply. Just like LinkedIn, employers can view student profiles and students can network as they apply for jobs and internships

Login to [handshake.byu.edu](https://handshake.byu.edu) >>> **BYU Net ID**

\*you do not need to create an account, just sign in with you BYU information



## HOW TO MAKE THE MOST OUT OF HANDSHAKE:

### 1. COMPLETE YOUR PROFILE

- Upload your resume and it will auto-fill in your profile
- Completed profiles tailor your Handshake experience
- Information from your transcript is already uploaded
- Fill in the Summary/Bio section
- Fill in your past jobs and experiences, including all the bullet points you use on your resume
- Add a professional headshot and background photo

Remember: every word in your profile will be searchable by students and employers

### 4. EXPLORE FELLOW STUDENTS

- “Students” tab
- Search for fellow BYU students to view their profiles and job positions (Facebook stalking... “networking”)

### 5. ATTEND EVENTS

- The “Events” tab will be your key to attending info sessions, interviews, and Career Fairs
- The “Calendar” tab under “Events” will show you what events are coming soon
- Make sure to save events you are interested in or RSVP so you do not forget to attend
- Spread the word to your friends on social media

### 6. DOWNLOAD HANDSHAKE APP

- Search: “Handshake” not “Handshake Career Services”
- Input your BYU e-mail address: [netID@byu.edu](mailto:netID@byu.edu) (it will forward emails to the e-mail you have on file with BYU)
- Handshake will send you a link via e-mail to enable your account in the app
- Navigate the app to perform all the functions of the website that have been previously mentioned

### 7. VISIT THE CAREER STUDIO

- Freshen up your resume, cover letter, or LinkedIn
- Receive networking help
- Practice interviewing with a mock interview
- Meet with a full-time Career Counselor in your field

### 8. GET A JOB, RING THE BELL

- Once you're hired, stop by the Career Studio to ring our Victory Bell and get a picture for the Victory Board



employers are  
**5X MORE LIKELY**  
to view a profile that has  
at least one job/skill/organization

### 2. APPLY FOR JOBS

- Search for job titles, employers, or skills
- Apply for interesting jobs that meet your skill set

### 3. RESEARCH COMPANIES

- Under the “Jobs” Tab there is an “Employers” Tab
- Search for keywords or locations to find companies that are the right fit for you
- Plan to attend their info sessions on BYU Campus, connect with them at Career Fairs, or set up informational interviews to learn more

Remember: when looking at companies or jobs, Handshake will tell you what other BYU students have worked there. Use this resource to network and discover more information!

# Possible Careers with a Computer Science major

(Not a comprehensive list)

Animation Tool Developer  
Applications developer  
Artificial intelligence engineer  
Bioinformatics developer  
Business intelligence analyst  
Cloud-related jobs – devops engineer, cloud engineer,  
virtualization engineer, web serviced engineer  
Computational and information scientist  
Computer programmer  
Computer systems analyst  
Cyber Security Analyst  
Data scientist  
Database manager  
Embedded Systems Programmer  
Multimedia programmer  
Network Engineer  
Network Architect  
Professor\*  
Research Scientist  
Robotics software engineer  
Security Engineer  
Security Architect  
Software Test Engineer  
Software Development Manager  
Software Engineer  
Systems Engineer  
UI/UX Engineer  
UI/UX Researcher  
Video game developer and designer  
Web designer  
Web programmer

\*Usually requires a graduate degree

*More information is available at the Counseling and Career Center and from CareerOneStop:  
<http://www.careeronestop.org/>*