

Welcome to the

# Computer Science Major Animation and Games Emphasis

in the College of Computational, Mathematical, and Physical 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: 801-422-3000 (schedule appointment)  
Office: WVB 2152A

## Clubs

**ACM** – Kimball Germane, [cs.byu.acm@gmail.com](mailto:cs.byu.acm@gmail.com)

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

**BYU Competitive Programming Club**—Ryan Farrell, [farrell@cs.byu.edu](mailto:farrell@cs.byu.edu), visit [cpc.byu.edu](http://cpc.byu.edu) to join and learn more

**Dev-G (Game development)** – Seth Holladay, [dev-g-assoc@byu.edu](mailto:dev-g-assoc@byu.edu)

**Linux Users Group** – Casey Deccio, [linux-assoc@byu.edu](mailto:linux-assoc@byu.edu)

**Women in Computer Science** – Angela Jones – [angela@cs.byu.edu](mailto:angela@cs.byu.edu), [wics@cs.byu.edu](mailto:wics@cs.byu.edu)

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/explore-majors-and-minors>.
- 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 the 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-104 BNSN, 801-422-6261, <https://chem.byu.edu/department/faculty/>
  - 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 Careers & Experiential Learning in 1134 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 Networking Class). Class is held for 1 hour each week.

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

Physical and Mathematical Sciences, Computer Science

For students entering the degree program during the 2024-2025 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>FRESHMAN YEAR</b>		<b>JUNIOR YEAR</b>	
<b>Requirements</b>	<b># Classes</b>	<b>Hours</b>	<b>Classes</b>	<u>1st Semester</u>		<u>5th Semester</u>	
<b>Religion Cornerstones</b>				CS 111	3.00	CS 312	3.00
Teachings and Doctrines of the Book of Mormon	1	2.00	REL A 275	CS 191	0.50	CS 355	3.00
Jesus Christ and the Everlasting Gospel	1	2.00	REL A 250	MATH 112	4.00	WR TG 316	3.00
Foundations of the Restoration	1	2.00	REL C 225	UNIV 101	2.00	CS ANM 354 or CS ANM 342	3.00
The Eternal Family	1	2.00	REL C 200	American Heritage or First Year Writing	3.00	GE Religion	2.00
<b>BYU Foundations for Student Success</b>				Religion Cornerstone Class	2.00	<b>Total Hours:</b>	<b>14.00</b>
Foundations for Student Success	1	2.00	UNIV 101	DESAN 101	1.00	<u>6th Semester</u>	
<b>The Individual and Society</b>				<b>Total Hours:</b>	<b>15.50</b>	CS 324	3.00
American Heritage	1 to 2	3.00-6.00	from approved list	<u>2nd Semester</u>		CS 455	3.00
Global and Cultural Awareness	1	3.00	from approved list	CS 235	3.00	GE Arts, Letters, Sciences	3.00
<b>Skills</b>				CS ANM 150	1.50	CS ANM Req 8 Elective	3.00
First Year Writing	1	3.00	from approved list	MATH 290, MATH 113, or STAT 220	3.00-4.00	GE Religion	2.00
Advanced Written and Oral Communications	1	3.00	WR TG 316*	American Heritage or First Year Writing	3.00	University Elective	1.00
Quantitative Reasoning	1	4.00	MATH 112*	Religion Cornerstone Class	2.00	<b>Total Hours:</b>	<b>15.00</b>
Languages of Learning (Math of Language)	1	4.00	MATH 112*	STAT 121 or STAT 201	3.00	<b>SENIOR YEAR</b>	
<b>Arts, Letters and Sciences (Complete 6 of 7)</b>				<b>Total Hours:</b>	<b>15.50-16.50</b>	<u>7th Semester</u>	
Civilization 1	1	3.00	from approved list	<b>SOPHMORE YEAR</b>		CS ANM Req 8 Elective	3.00
Civilization 2	1	3.00	ARTHC 202*	<u>3rd Semester</u>		CS Requirement 9 Elective	3.00
Arts	1	3.00	from approved list	CS ANM 250	3.00	DESAN 460 or CS 404	3.00
Letters	1	3.00	from approved list	ARTHC 202	3.00	CS Requirement 10 Elective	2.00-3.00
Biological Science	1	3.00	from approved list	CS 224	3.00	GE Arts, Letters, Sciences	3.00
Physical Science	2	3.00	CS 312*	CS 236	3.00	<b>Total Hours:</b>	<b>14.00-15.00</b>
Social Science	1	3.00	from approved list	Religion Cornerstone Class	2.00	<u>8th Semester</u>	
<b>Core Enrichment: Electives</b>				CS 291	0.50	CS Requirement 9 Elective	3.00
Religion Electives	3 to 4	6.00	from approved list	<b>Total Hours:</b>	<b>14.50</b>	CS Requirement 10 Elective	3.00
Open Electives	Variable	Variable	personal choice	<u>4th Semester</u>		GE Arts, Letters and Sciences	3.00
<b>Graduation Requirements:</b>				CS 240	4.00	Global and Cultural Awareness	3.00
Minimum residence hours required		30.00		PHSCS 121	3.00	University Elective	1.50
Minimum hours needed to graduate		120.00		MATH 213	2.00	Religion Elective	2.00
				MATH 215	1.00	<b>Total Hours</b>	<b>15.50</b>
				Religion Cornerstone Class	2.00		
				GE Arts, Letters and Sciences	3.00		
				<b>Total Hours:</b>	<b>15.00</b>		
*These classes fill both university core and program requirements							

## Program Requirements

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

Requirement 1 — Complete 6 Courses

*Prerequisite Courses:*

C S 111 - Intro to Computer Science 3.0

C S 191 - Exploring CS 0.5

C S 235 - Data Structures 3.0

C S 291 - Careers in CS 0.5

CSANM 150 - Intro to 3D Graphics 1.5

DESAN 101 - Intro to Drawing for Pre-Anim 1.0

*Be admitted to the program.*

Requirement 2 — Complete 8 Courses

*Complete the following after being admitted to the program:*

C S 224 - Computer Systems 3.0

C S 236 - Discrete Structure 3.0

C S 240 - Adv Software Construction 4.0

C S 312 - Algorithm Design & Analysis 3.0

C S 324 - Systems Programming 3.0

C S 355 - Graphics and Image Processing 3.0

C S 455 - Computer Graphics 3.0

CSANM 250 - Intern 3D Computer Graphics 2.0

Requirement 3 — Complete 5 Courses

*Supporting Courses:*

MATH 112 - Calculus 1 4.0

MATH 213 - Elementary Linear Algebra 2.0

MATH 215 - Computational Linear Algebra 1.0

PHSCS 121 - Intro to Newtonian Mechanics 3.0

WRTG 316 - Technical Communication 3.0

Requirement 4 — Complete 1 of 2 Courses

STAT 121 - Intro to Stat Data Analysis 3.0

STAT 201 - Stat for Engineers & Scientist 3.0

Requirement 5 — Complete 1 of 3 Courses

MATH 113 - Calculus 2 4.0

MATH 290 - Fundamentals of Mathematics 3.0

STAT 220 - Stat Modeling for Data Science 3.0

Requirement 6 — Complete 1 of 2 Courses

CSANM 342 - Real-time Techniques 3.0

CSANM 354 - Materials and Surfacing 3.0

Requirement 7 — Complete 1 of 2 Courses

C S 404 - Ethics & Computers in Society 2.0

DESAN 460 - Business & Ethics in Animation 2.0

Requirement 8 — Complete 6 hours

CSANM 352 - Animated Film Production 1 - *You may take once 3.0*

CSANM 450 - Animated Film Production 2 - *You may take once 3.0*

CSANM 452 - Animated Film Production 3 - *You may take once 3.0*

CSANM 459 - Video Game Production 1 - *You may take once 3.0*

CSANM 460 - Video Game Production 2 - *You may take once 3.0*

Requirement 9 — Complete 6 hours

*Note: If C S 401R is chosen, it must be taken for three hours.*

C S 252 - Intro to Computational Theory 3.0

C S 256 - Introduction to HCI 3.0

C S 260 - Web Programming 3.0

C S 270 - Intro to Machine Learning 3.0

C S 329 - Test, Analysis, & Verification 3.0

C S 330 - Concepts of Program Lang 3.0

C S 340 - Software Design 3.0

C S 345 - Operating Systems Design 3.0

C S 356 -Advanced Techniques in HCI 3.0

C S 393 - Adv Algorithms & Probl Solving 3.0

C S 401R - Topics in Computer Science - *You may take up to 3.0 credit hours 1.0v*

C S 412 - Linear Prog/Conv Optimization 3.0

C S 428 - Software Engineering 3.0

C S 431 - Algorithmic Lang & Compilers 3.0

C S 450 - Computer Vision 3.0

C S 452 - Database Modeling Concepts 3.0

C S 453 - Fund of Information Retrieval 3.0

C S 456 -Mobile and Ubiquitous HCI 3.0

C S 460 - Comp Comms & Networking 3.0

C S 462 - Distributed System Design 3.0

C S 465 - Computer Security 3.0

C S 466 -Blockchain Technologies 3.0

C S 470 - Intro Artificial Intelligence 3.0

C S 471 - Voice Interfaces 3.0

C S 473 - Advanced Machine Learning 3.0

C S 474 - Deep Learning 3.0

C S 478 - Tools for Machine Learning - *This course is no longer available for registration and will count only if you completed it while it was offered.*

*Please see your college advisement center for possible substitutions. 3.0*

C S 479 - Intro to Machine Translation 3.0

C S 486 - Verification and Validation 3.0

C S 556 - Inter Soft Systems 3.0 - *This course is no longer available for registration and will count only if you completed it while it was offered.*

*Please see your college advisement center for possible substitutions.*

C S 574 - Transformers for NLP 3.0

C S 575 - Intro to Network Science 3.0

Requirement 10 — Complete 6 hours

*Courses used to fulfill Requirements 6, 8 and 9 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.*

C S 401R - Topics in Computer Science - *You may take up to 3.0 credit hours 1.0v*

C S 412 - Linear Prog/Conv Optimization 3.0

C S 428 - Software Engineering 3.0

C S 431 - Algorithmic Lang & Compilers 3.0

C S 450 - Computer Vision 3.0

C S 452 - Database Modeling Concepts 3.0

C S 453 - Fund of Information Retrieval 3.0

C S 456 - Mobile and Ubiquitous HCI 3.0

C S 460 - Comp Comms & Networking 3.0

C S 462 - Distributed System Design 3.0

C S 465 - Computer Security 3.0

C S 466 -Blockchain Technologies - *This course is no longer available for registration and will count only if you completed it while it was offered.*

*Please see your college advisement center for possible substitutions. 3.0*

C S 470 - Intro Artificial Intelligence 3.0

C S 471 - Voice Interfaces 3.0

C S 473 - Advanced Machine Learning 3.0

C S 474 - Deep Learning 3.0

C S 479 - Intro to Machine Translation 3.0

C S 486 - Verification and Validation 3.0

C S 498R - Undergraduate Special Projects - *You may take up to 3.0 credit hours 1.0v*

C S 500 - Business Career Essentials 1.5

C S 501R - Adv Topics in Computer Sci - *You may take up to 3.0 credit hours 1.0v*

C S 513 - Robust Control 3.0

C S 556 - Inter Soft Systems 3.0 - *This course is no longer available for registration and will count only if you completed it while it was offered.*

*Please see your college advisement center for possible substitutions.*

C S 574 - Transformers for NLP 3.0

C S 575 - Intro to Network Science 3.0

C S 580 - Theory of Predictive Modeling 3.0

CSANM 210 - Visual Narrative 3.0

CSANM 252 - Intro 3D Animation 3.0

CSANM 258 - Scripting for Animation 3.0

CSANM 340 - Game Design 2.0

CSANM 342 - Real-time Techniques 3.0

CSANM 351R - Lighting for 3D Graphics - *You may take once 3.0*

CSANM 353 - Previsualization 3.0

CSANM 354 -Materials and Surfacing 3.0

CSANM 355 - Photography for Animation 3.0

CSANM 452 - Senior Film Production 2 - *You may take once 3.0*

CSANM 454 - Advanced Shading 3.0

CSANM 458R - 3D Visual Effects 3.0

DESAN 364R - Digital Sculpting - *You may take once 3.0*

EC EN 425 - Real-Time Operating Systems 4.0

Requirement 11 — Complete 1 of 3 Courses

ARTH 111 - Introduction to Art History 3.0

ARTH 202 - World Civilization Since 1500 3.0

TMA 294 - History of Animation 3.0

Requirement 12 — Obtain confirmation from your advisement center that you have completed the following:

Complete Senior Exit interview with the CS department during your last semester or term.

## 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**

Computational, Mathematical and Physical and  
Mathematical Sciences College Advisement Center  
Brigham Young University  
N-181 ESC  
Provo, UT 84602  
Telephone: (801) 422-2674

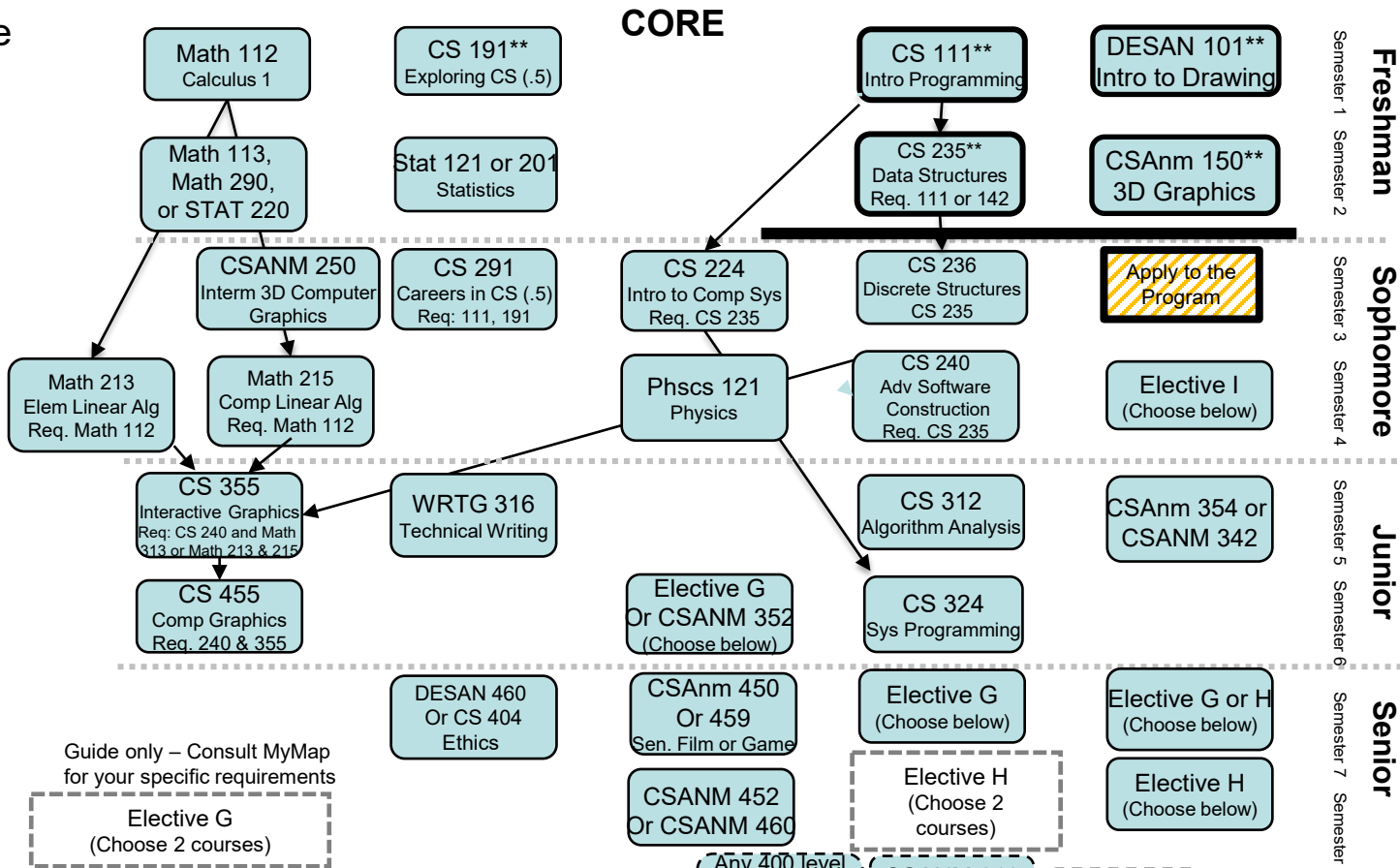
# BYU Computer Science Animation and Games Emphasis

Fall 2024 Requirements

77 – 81.5 credits

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 191, CS 235, CS 291, CSANM 150, DESAN 101  
(Apply to the program)
  - Complete the following: CS 224, 236, 240, 312, 324, 355, 455, CSANM 250
  - Complete the following supporting courses:  
WRTG 316, Math 112, 213, 215, Phscs 121
  - Complete one of the following: STATS 121 or 201
  - Complete one of the following: Math 113, Math 290, or STAT 220
  - Complete either CSANM 354 or CSANM 342
  - Complete either DESAN 460 or CS 404
  - Complete 6 credits from the following: CSANM 352, 450, 452, 459 or 460
- Elective Course Requirements**
- Complete 2 from the following: CS 252, 256, 260, 270, 329, 330, 340, 345, 356, 393, 401R, 412, 428, 431, 450, 452, 453, 456, 460, 462, 465, 466, 470, 471, 473, 474, 479, 486, 556, 574, or 575
  - Complete 2 from the following: Any 400 course listed under 9, CS 501R, 513, 556, 574, 575, 580, CSANM 210, 252, 258, 340, 342, 351R, 353, 354, 355, 452, 454, 458R, DESAN 364R, or ECEN 425.
  - Complete 1 course from the following:  
ARTHC 111, ARTHC 202 or TMA 294
- \*CS 401R, 498R & 501R must be taken for 3 credits



Guide only – Consult MyMap for your specific requirements

**Key**

- Elective classes
- Core classes
- $\rightarrow$  Prerequisite
- $\dashrightarrow$  May be taken concurrently
- \*\* Must be completed before applying to program

CS 252 Computational Theory	CS 340 Software design Req: 260 and 240	CS 428 Software Engineer Req: 340	CS 460 Networks Req: 324 or 360	CS 473 Avd. Machine Learning 312, Math 213, Stat 121	Any 400 Level course listed, under elective G	CSANM 210 Visual Narrative	CSANM 354 Materials & Surfacing May only use once	Elective I (Choose 1 course)		
CS 256 Intro to HCI	CS 345 Operating Sys Dsgn Req: 224 & 240	CS 431 Languages & Compilers	CS 462 Distributed Systems Req: 324, 340	CS 474 Deep Learning 312, Math 213, Stat 121		CS 498R Undergraduate Special Projects	CSANM 252 Intro to 3-dimensional Graphics		CSANM 355 Photo for Anim	
CS 260 Web Programming Req: 142 or 111	CS 356 Adv. Tech in HCI Req: 256 & 260	CS 450 Computer Vision	CS 465 Security Req: 324 or 360	CS 479 Machine Translation		CS 501R Advanced Topics in CS	CSANM 258 Scripting for Animation		CSANM 452 Sen. Film 3 May only take once	ARTHC 111 Art History
CS 270 Intro to Machine Learning	CS 393 Algorithms & Problem Solving	CS 452 Database Modeling Req: 240	CS 466 Blockchain Tech Req: CS 312	CS 486 Verification & Valid Req: 312		CS 513 Robust Control	CSANM 340 Intro to Game Design		CSANM 454 Advanced Shading	ARTHC 202 World Civ 1500+ (Also can fulfill ARTS and CIV 2)
CS 329 Test, Analysis, Verify Req 240	CS 401R** Topics in CS	CS 453 Info Retrieval Req: 240	CS 470 Artificial Intelligence 312, Math 313, Stat 121	CS 556 Research Methods in HCI		CS 574 Transformers for NLP	CSANM 342 Real-time techniques May only use once		CSANM 458R 3D Effects	TMA 294 History of Animation
CS 330 Prog Languages Req: 240	CS 412 Programming & Convex Optimization	CS 456 UI Software Req: 240, 256	CS 471 Voice User Interfaces	CS 574 Transformers for NLP		CS 575 Intro to Network Science	CSANM 351R Lighting for 3D Graphics		DESAN 364R Digital Sculpting	
CS 330 Prog Languages Req: 240	CS 412 Programming & Convex Optimization	CS 456 UI Software Req: 240, 256	CS 471 Voice User Interfaces	CS 575 Intro to Network Science		CS 580 Predictive Modeling	CSANM 353 Previsualization		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/>*