

# COMPUTER SCIENCE • IT • DEVELOPMENT

## COMPUTER SCIENCE • WEB APPLICATION DEVELOPER COMPUTER GAME DESIGN & MOBILE APPLICATION DEVELOPER

### COMPUTER SCIENCE I

This course covers the fundamentals of computer problem solving and programming. **This course will be offered fall 2020.**

### COMPUTER SCIENCE II

This course covers the fundamentals of algorithms and object oriented software development. For a full course description refer to catalog at [catalog.sunyulster.edu](http://catalog.sunyulster.edu).

CSC 180-01B	T/R	1/21-5/15	10:10-11:30am	SRC	\$813
CSC 180-S01	ONLINE	1/21-5/15			\$825

### TO REGISTER FOR CREDIT CLASSES

visit [www.sunyulster.edu/admissions/start\\_here/step\\_2](http://www.sunyulster.edu/admissions/start_here/step_2)

**Deadline to register for credit classes without a penalty is January 13, 2020. Students registering for 6 or more credits will need to show proof of immunizations.**

## MEET SUNY ULSTER'S...

ASSISTANT PROFESSOR OF COMPUTER SCIENCE &  
COMPUTER SCIENCE PROGRAM COORDINATOR, JOHN SHEEHAN.



His research interests include Healthcare Informatics, Medical Applications of Semantic Web Technologies, Software Engineering and Technical Entrepreneurship. John teaches courses in Introductory Computer Science using the Java language, Web Application Development, Computer Game Design, Mobile Application Development and Agile Software Development methodologies.

Prior to joining SUNY Ulster he was founder and CEO of Precision-Care, an electronic medical record software company in New Paltz, and an engineer and software development project manager at IBM Poughkeepsie. John received his B.S. in Electrical Engineering from SUNY New Paltz and a Masters of Engineering in Computer Engineering and Master of Business Administration in Management and Technology from Rensselaer Polytechnic Institute.

### COMPUTER GAME DESIGN CREDENTIAL

This credential is designed to prepare students for a career in designing and developing computer games. This 16-credit program is designed to fit within SUNY Ulster's A.S. Computer Science degree program. The program curriculum is made up of two courses in Computer Science and two courses in Computer Game Design.

### COMPUTER GAME DESIGN I

This course is an introduction to the principles of computer game development.

CSC 220-01B	T/R	1/21-5/25	11:40am-1pm	SRC	\$813
CSC 220-S01	ONLINE	1/21-5/25			\$825

### COMPUTER GAME DESIGN II

This course expands on the fundamental computer game concepts and techniques introduced in CSC 220, Computer Game Design I.

**This course will be offered fall 2020.**

### WEB APPLICATION DEVELOPER CREDENTIAL

This credential is designed to prepare students for a career in Web Application development. This 16-credit program is designed to fit within SUNY Ulster's A.S. Computer Science degree program. The program curriculum is made up of two courses in Computer Science and two courses in Web Development.

### WEB APPLICATION DEVELOPMENT I

This course explores the web development processes and tools used to support the creation of websites and web applications.

**This course will be offered fall 2020.**

### WEB APPLICATION DEVELOPMENT II

This course covers advanced web application development frameworks, languages and techniques such as Ruby on Rails, jQuery, Angular JS, PHP and Node.js. Students work in teams to develop real-world web application projects. For a full course description refer to catalog at [catalog.sunyulster.edu](http://catalog.sunyulster.edu).

CSC 132-S01	ONLINE	1/21-5/15			\$825
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### MOBILE APPLICATION DEVELOPER CREDENTIAL

This credential is designed to prepare students for a career in developing mobile applications for tablets and smartphones using both the Android and Apple iOS Operating Systems. This 16-credit program is designed to fit within SUNY Ulster's A.S. Computer Science degree program. The program curriculum is made up of two courses in Computer Science and two courses in Mobile Application Development.

### ANDROID APP DEVELOPMENT

**This course will be offered fall 2020.**

### APPLE iOS DEVELOPMENT

This course prepares the student to be a mobile application developer for Apple iOS devices such as the iPhone and iPad using Swift, a new programming language from Apple. For a full course description refer to catalog at [catalog.sunyulster.edu](http://catalog.sunyulster.edu).

CSC 215-S01	ONLINE	1/21-5/15			\$825
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