California State University, Sacramento
COLLEGE OF ENGINEERING AND COMPUTER SCIENCE
Department of Computer Science

APPLICATION FOR PART-TIME INSTRUCTOR POSITION

NAME: _____ DATE: _____

HOME ADDRESS: _____

TELEPHONE: _____ E-MAIL: _____

BUSINESS ADDRESS: _____

TELEPHONE: _____ E-MAIL: _____

Availability

Semester: ☐ Fall Only ☐ Spring Only ☐ Any/Negotiable

Time:
☐ Early morning (7:30 - 9 a.m.)
☐ Morning (9 a.m. - 12 p.m.)
☐ Afternoon (12 - 4 p.m.)
☐ Late afternoon (4 - 6 p.m.)
☐ Evening (6 - 9 p.m.)
☐ Any/Negotiable

Maximum Number of Classes: _____

Course(s) Qualified to Teach: Please check the courses on the attached sheets.

Subject/Courses Taught in the Past:

Briefly comment on your qualification to teach the above subjects/courses.

Academic Preparation and/or Degrees/Certificates Earned:

Please enclose a personal letter stating interests and qualifications, 2) a current or updated resume (even if one is already on file in the department), and 3) this completed part-time instructor application. Please mail or e-mail completed forms to:

"Computer Science Part-Time Instructor Pool"
Dept. of Computer Science
California State University, Sacramento
6000 J Street, Sacramento, CA 95819-6021
csc@ecs.csus.edu

COURSE OFFERINGS
Computer Science Courses

Undergraduate

- ☐ CSC 1 – Introduction to Computer Science (3 units)
- ☐ CSC 8 – Introduction to Internet Technologies (3 units)
- ☐ CSC 10 – Introduction to Programming Logic (3 units)
- ☐ CSC 15 – Programming Concepts and Methodology I (3 units)
- ☐ CSC 20 – Programming Concepts and Methodology II (3 units)
- ☐ CSC 21 – First Year Seminar: Becoming an Educated Person (3 units)
- ☐ CSC 25 – Introduction to C Programming (3 units)
- ☐ CSC 28 – Discrete Structures for Computer Science (3 units)
- ☐ CSC 35 – Introduction to Computer Architecture (3 units)
- ☐ CSC 60 – Introduction to Systems Programming in UNIX (3 units)
- ☐ CSC 115 – Internet Security (3 units)
- ☐ CSC 116 – Cyber Forensics (3 units)
- ☐ CSC 126 – 3D Computer Modeling (3 units)
- ☐ CSC 127 – 3D Computer Animation (3 units)
- ☐ CSC 130 – Data Structures and Algorithm Analysis (3 units)
- ☐ CSC 131 – Computer Software Engineering (3 units)
- ☐ CSC 133 – Object-Oriented Computer Graphics Programming (3 units)
- ☐ CSC 134 – Database Management Systems (3 units)
- ☐ CSC 135 – Computing Theory and Programming Languages (3 units)
- ☐ CSC 137 – Computer Organization (3 units)
- ☐ CSC 138 – Computer Networks and Internets (3 units)
- ☐ CSC 139 – Operating System Principles (3 units)
- ☐ CSC 140 – Advanced Algorithm Design and Analysis (3 units)
- ☐ CSC 142 – Advanced Computer Organization (3 units)
- ☐ CSC 148 – Modeling and Experimental Design (3 units)
- ☐ CSC 151– Compiler Construction (3 units)
- ☐ CSC 152 – Cryptography (3 units)
- ☐ CSC 153 – Computer Forensics Principles and Practices (3 units)
- ☐ CSC 154 – Computer System Attacks and Countermeasures (3 units)
- ☐ CSC 155 – Advanced Computer Graphics (3 units)
- ☐ CSC 159 – Operating System Pragmatics (3 units)
- ☐ CSC 165 – Computer Game Architecture and Implementation (3 units)
- ☐ CSC 170 – Software Requirements and Specification (3 units)
- ☐ CSC 171 – Software Engineering Project Management (3 units)
- ☐ CSC 174 – Advanced Database Management Systems
- ☐ CSC 177 – Data Warehousing and Data Mining (3 units)
- ☐ CSC 179 – Software Testing and Quality Assurance (3 units)
- ☐ CSC 180 – Intelligent Systems

Course descriptions are available on-line at: http://catalog.csus.edu/courses-a-z/csc/

Graduate

- ☐ CSC 201 – Programming languages Principles (3 units)
- ☐ CSC 204 – Data Models for Database Management Systems (3 units)
- ☐ CSC 205 – Computer Systems Structure (3 units)
- ☐ CSC 206 – Algorithms and Paradigms (3 units)
- ☐ CSC 209 – Research Methodology (1 unit)
- ☐ CSC 212 – Bioinformatics: Data Integration and Algorithms (3 units)
- ☐ CSC 214 – Knowledge-Based Systems (3 units)
- ☐ CSC 215 – Artificial Intelligence (3 units)
- ☐ CSC 219 – Machine Learning (3 units)
- ☐ CSC 230 – Software System Engineering (3 units)
- ☐ CSC 231 – Software Engineering Metrics (3 units)
- ☐ CSC 232 – Software Requirements Analysis and Design (3 units)
- ☐ CSC 233 – Advanced Software Engineering Project Management (3 units)
- ☐ CSC 234 – Software Verification and Validation (3 units)
- ☐ CSC 235 – Software Architecture (3 units)
- ☐ CSC 236 – Formal Methods in Secure Software Engineering (3 units)
- ☐ CSC 238 – Human-Computer Interface Design (3 units)
- ☐ CSC 239 – Advanced Operating Systems Principles and Design (3 units)
- ☐ CSC 242 – Computer-Aided Systems Design and Verification (3 units)
- ☐ CSC 244 – Database System Design (3 units)
- ☐ CSC 245 – Performance Modeling and Evaluation (3 units)
- ☐ CSC 250 – Computer Security (3 units)
- ☐ CSC 251 – Principles of Compiler Design (3 units)
- ☐ CSC 252 – Cryptography Theory and Practice (3 units)
- ☐ CSC 253 – Computer Forensics (3 units)
- ☐ CSC 254 – Network Security (3 units)
- ☐ CSC 255 – Computer Networks (3 units)
- ☐ CSC 258 – Distributed Systems (3 units)
- ☐ CSC 273 – Hierarchical Digital Design Methodology (3 units)
- ☐ CSC 275 – Advanced Data Communication Systems (3 units)
- ☐ CSC 280 – Advanced Computer Architecture (3 units)

Course descriptions are available on-line at: http://catalog.csus.edu/courses-a-z/csc/