GSW in collaboration with NEPAL

Georgia Southwestern State University (GSW) is extending its international collaboration to another country - Nepal. Gyan Kunj College, Nepal and GSW signed a Memorandum of Understanding (MOU) last fall. Dr. Boris Peltsverger, Dean, GSW, School of Computing and Mathematics, and Dr. Gana Pati Ojha, Principal of Gyan Kunj College, signed the MOU of mutual collaboration. Dr. Kailash Ghimire will serve as a liaison between GSW and Gyan Kunj. Gyan Kunj College is one of the colleges of Tribhuvan University, Nepal (TU). TU is the central university in Nepal with about 200,000 students.

SPRING 2010 CS/IT & MATH GRADUATES

CONGRATULATIONS TO ALL OF OUR GRADUATES!

Bachelor Of Science Degree: Computer Science /Information Technology

Richard Converse
David Johnson
Lee Velasquez
Brandi Burris

William Reed
Anna-Kay Sterling
Sharon Ramsingh

MATH
Mark Turner

Master Of Science Degree Computer Science

Shruti Banga
Archita Ravalji
Christiana Richardson
Tulsi Vyas

AWARD
Outstanding Graduate Student
Shruti Banga
News From Alumnus, Brandon Fogerty

My name is Brandon Fogerty and I am a graduate of GSW with a Master degree in Computer Science. I studied at GSW from 2003 to 2008. When I first came to GSW, I knew that I wanted to study Computer Science. I never knew exactly how far my education at GSW would take me but I was in for a surprise! I tried to learn as much as I could about C++, Graphics, and AI programming during my studies as I knew that those areas would help me enter the game industry.

During my enrollment at GSW, I had the privilege to work at Web-i-Tech which enabled me to get real world experience. Through Web I-Tech, I was able to intern at Motorola's headquarters in Schaumburg IL, working on 3d avatar technology.

After I graduated I landed my first job in the game industry. I went to work for a Massive Multiplayer Online game called Kaneva in Atlanta. (http://www.kaneva.com/) During my employment at Kaneva, I worked on building tools and gameplay for our virtual world. It was an amazing feeling to finally be working in the industry that I enjoyed so much!

After Kaneva, I went to work for a Small Arms Simulation company in Orlando Fl, named Cubic. While at Cubic, I had the privilege of working with a next generation game engine called CryEngine. (http://www.mycryengine.com/) At Cubic, I worked as a Lead Software Engineer developing our CryEngine based simulations.

Finally, after my employment at Cubic, my dream came true. I was offered a Senior Engineer position at a Game Studio called n-Space in Orlando Florida. (http://www.n-space.com) n-Space has been a respected force in the video game industry for over 15 years working on major IPs such as Star Wars, James Bond/007, Call of Duty, Tron, Toy Story, and many others. n-Space is a licensed game developer for Nintendo Wii, Nintendo DS, Nintendo 3DS, Playstation 3, Xbox 360, and PSP game consoles. I am currently working on an unannounced Nintendo 3DS game which I am very excited about! (http://www.nintendo.com/3ds) I have always wanted to work on a Nintendo game and that dream is currently being lived out!

Through God, my studies at GSW, and through my own personal studies, I was able to achieve this dream. GSW afforded me many opportunities to grow my engineering skills. Through my training in C++, Graphics, AI, and real world experience at Web I-Tech, I was able to build a foundation to continue my education in this very challenging but rewarding industry.
Alumni Survey

In an effort to better understand how our programs prepare our graduates for entering the work force, we are asking that all of our alumni fill out an Alumni Survey. This information will allow us to assess our programs and make changes if needed to our current standards, policies, and procedures.

We would greatly appreciate your input and comments.

Please use the appropriate link below to fill out a survey:
- Bachelor of Science degrees: http://cis.gsw.edu/home/assessment/documents/undergraduate.pdf

“My State, My Country” Presentation

On Wednesday, November 17, 2010, Durgesh Vishen gave a presentation about his home country of INDIA.

This was a very interesting presentation. Some topics discussed were art, language, culture, traditions, and religion.

Attendees enjoyed this presentation and learned interesting facts about India.

Robotics & Computer Graphics

The School of Computing and Mathematics has jointly initiated several community oriented projects with the Georgia Southwestern Early College in order to bring attention of high-school graduates to the fields of Computer Science (CS) and Information Technology (IT). A series of introductory level presentations was given in Fall semester of 2011 to cover the most challenging and attracting topics of the computer science specialty: robotics and computer graphics. A group of talented high-school students will be formed for active participation in a variety of projects conducted by the Computer Science department. Most of these projects are built around programming, configuring, and maintaining of modern embedded-computer equipment, e.g. PTZ cameras, WiFi routers, UAVs, etc. Such equipment has recently been purchased by the School of Computing and Mathematics to give students the opportunity not only to learn theoretical basics of the CS specialty but also to gain hands-on experience.

Pictured below are some equipment for use in some of the projects.
November 13, 2010, Mrs. Karen Cook and 2 of her programming students, George Banketas and Mark McGee, attended the 2010 Consortium for Computing Sciences in Colleges (CCSC) Programming Competition. The competition consisted of 8 programming problems that had to be completed in a 3 hour time frame. The Conference and Programming Competition was held at Spelman College in Atlanta, Ga. This was the first competition that they had participated in and they did very well. There were 19 other teams in the competition. She will also be taking a team of students to participate in the Spring Programming Competition held at Mercer University in Macon, GA. The Computer Science Department as GSW is planning to host a Programming Competition Spring Semester. By attending these competitions, we can learn more about how the competitions are held and what is needed to host one.

Upsilon Pi Epsilon is an honor society whose membership consists of outstanding undergraduate and graduate students in Computing Science.

To be eligible for membership, undergraduate students must be at least a Junior or Senior with a minimum GPA of 3.0, or a graduate student with at least 18 hours and a minimum GPA of 3.5.

To find out more information about UPE, or to join as an alumni member, please contact Karen Cook at (229) 931-2818 or kcook@canes.gsw.edu