

**Attach Unofficial Transcripts!**

**Major Professor:** \_\_\_\_\_

UNIVERSITY OF NORTH TEXAS - Department of Computer Science & Engineering

**Graduate Application for Departmental Assistantship**

Complete Front and Back of Application

**Deadline Dates for Applications:** January 15th – Fall Semester September 15th – Spring Semester

**Semester(s) you would like to work:**  Fall  Spring  Summer **Academic Semester you began:** \_\_\_\_\_

<b>EMPLID #:</b> _____		<b>EUID:</b> _____		<b>Required!</b>		Program: <input type="checkbox"/> CSCI <input type="checkbox"/> CMPE	
<input type="checkbox"/> Master's Degree		<input type="checkbox"/> PhD degree		<input type="checkbox"/> PhD Degree With Masters		Semester you started the Program _____	
Name: _____							
		FamilyName		First		Middle	
Address: _____							
		City		State		Zip	
						Current Telephone: _____	
<b>UNT Email Address:</b> _____							

**Have you previously been a TA or a Grader for the CSE Department?**  YES. If yes, please complete the boxes below  No

Semester	TA/Grader	Faculty Member	Course	Semester	TA/Grader	Faculty Member	Course

**GRE TEST**  Yes  No Date Taken: \_\_\_\_\_ **GRE TEST Scores:** GRE V: \_\_\_\_\_ GRE Q: \_\_\_\_\_ GRE A.W: \_\_\_\_\_

**TOEFL Exam Required?**  Yes  No **TOEFL Test Date:** \_\_\_\_\_ **Score:** \_\_\_\_\_

**Have you taken the IELT speaking test with the IELT office to qualify for a TA/TF position?**  Yes  No

All international students MUST take this before they begin employment (STATE LAW, no exceptions).

**Expected date of graduation from UNT:** \_\_\_\_\_ **Current UNT GPA:** \_\_\_\_\_ **Number of Hours Completed at UNT:** \_\_\_\_\_

**Degree Plan on File?**  Yes  No **Have you been previously employed at UNT?**  Yes  No

**T ELEPHONE PERMISSION:**

I give permission for the Department of Computer Science and Engineering to have and use my personal telephone number so they may contact me. The department will make my phone number available to faculty and staff and will not give out my telephone number to anyone else without my direct consent. New FERPA regulations state we cannot place your telephone number on a listing or give this out without your consent.

Please sign here to give your consent: \_\_\_\_\_

If you do not wish to give your consent, this is completely acceptable as well. Thanks!

**Please bring your application to the front office and place in Sally Pettyjohn's in-basket.**

Don't forget to attach your unofficial transcripts and check mark the next page.

**Only mark a grade next to the courses you feel you can support with confidence.**

**COMPUTER SCIENCE & ENGINEERING COURSES (or equivalent) YOU HAVE COMPLETED AND INDICATE YOUR FINAL GRADE IN THE BLANK.**

<input type="checkbox"/> 1020 Program Development	<input type="checkbox"/> 4444 Software Engineering	<input type="checkbox"/> 5510 Wireless Communications
<input type="checkbox"/> 1030 Computer Science I	<input type="checkbox"/> 4520 Wireless Networks Protocols	<input type="checkbox"/> 5520 Wireless Networks Protocols
<input type="checkbox"/> 1040 Computer Science II	<input type="checkbox"/> 4530 Computer Network Design	<input type="checkbox"/> 5530 Computer Network Design
<input type="checkbox"/> 2100 Computing Foundations I	<input type="checkbox"/> 4540 TCP/IP Protocols	<input type="checkbox"/> 5540 Intro to Sensor Networks
<input type="checkbox"/> 2110 Computing Foundations II	<input type="checkbox"/> 4550 Introduction Comp Security	<input type="checkbox"/> 5550 Intro to Computer Security
<input type="checkbox"/> 2410 Programming Laboratory	<input type="checkbox"/> 4560 Secure Electronic Commerce	<input type="checkbox"/> 5560 Secure Electronic Commerce
<input type="checkbox"/> 2610 Computer Organization	<input type="checkbox"/> 4600 Intro to Operating Systems	<input type="checkbox"/> 5570 Digital Communications
<input type="checkbox"/> 3010 Signal & Systems	<input type="checkbox"/> 4610 Computer Architecture	<input type="checkbox"/> 5580 Computer Networks
<input type="checkbox"/> 3020 Fund of Comm. Theory	<input type="checkbox"/> 4620 Real-Time Operating Sys	<input type="checkbox"/> 5610 Comp System Architecture
<input type="checkbox"/> 3030 Parallel Programming	<input type="checkbox"/> 4730 VLSI Design	<input type="checkbox"/> 5620 Real-Time Operating System
<input type="checkbox"/> 3055 IT Project Management	<input type="checkbox"/> 4750 VLSI Testing	<input type="checkbox"/> 5640 Operating System Design
<input type="checkbox"/> 3110 Data Structures & Algorithms	<input type="checkbox"/> 4810 Biocomputing	<input type="checkbox"/> 5650 Compiler Design
<input type="checkbox"/> 3210 Symbolic Processing	<input type="checkbox"/> 4820 Computational Epidemiology	<input type="checkbox"/> 5730 Digital CMOS VLSI Design
<input type="checkbox"/> 3220 Human Computer Interfaces	<input type="checkbox"/> 4910 Computer Eng Design I	<input type="checkbox"/> 5750 VLSI Testing
<input type="checkbox"/> 3300 File Organization & Process	<input type="checkbox"/> 4915 Computer Eng Design II	<input type="checkbox"/> 5760 Design for Fault Tolerance
<input type="checkbox"/> 3410 Advanced Programming	<input type="checkbox"/> 5050 Intro to Cryptography	<input type="checkbox"/> 5810 Biocomputing
<input type="checkbox"/> 3420 Internet Programming	<input type="checkbox"/> 5012 Computer Methods	<input type="checkbox"/> 5820 Computational Epidemiology
<input type="checkbox"/> 3450 Global Software Dev.	<input type="checkbox"/> 5013 Prob Solv High-Level Lang	<input type="checkbox"/> 6150 Complex Parl Computation
<input type="checkbox"/> 3510 Intro to Wireless Com m	<input type="checkbox"/> 5100 Theory of Com putation	<input type="checkbox"/> 6210 Design Im plement Exp Sys
<input type="checkbox"/> 3520 Data Communications	<input type="checkbox"/> 5150 Analysis of Com pAlgorithm	<input type="checkbox"/> 6213 Ad Modeling and Simulation
<input type="checkbox"/> 3530 Intro to Computer Networks	<input type="checkbox"/> 5160 Parallel Process & Algorithms	<input type="checkbox"/> 6220 Adv Computer Graphics
<input type="checkbox"/> 3535 Intro Network & Security Mgt	<input type="checkbox"/> 5170 Graph Theory	<input type="checkbox"/> 6230 Adv Scientific Com puting
<input type="checkbox"/> 3600 Principles System Program	<input type="checkbox"/> 5200 In fo Retrieval & Web Search	<input type="checkbox"/> 6260 Ad Pat Recogn/Im age Proces
<input type="checkbox"/> 3605 IT Systems and Admin	<input type="checkbox"/> 5210 Artificial Intelligence	<input type="checkbox"/> 6280 Adv Artificial Intelligence
<input type="checkbox"/> 3610 Machine Structures	<input type="checkbox"/> 5211 Non-Numeric Programming	<input type="checkbox"/> 6290 Adv Man/Mach Intelligence
<input type="checkbox"/> 3612 Em bedded Sys tems Design	<input type="checkbox"/> 5212 Foundations Logic Program	<input type="checkbox"/> 6350 Advanced Database Design
<input type="checkbox"/> 3650 Intro to Compilation Tech	<input type="checkbox"/> 5213 Modeling and Simulation	<input type="checkbox"/> 6370 Multimedia Database Sys.
<input type="checkbox"/> 3730 Reconfigurable Logic	<input type="checkbox"/> 5215 Machine Learning	<input type="checkbox"/> 6420 Adv Software Eng
<input type="checkbox"/> 3850 Intro Computational Life Sci	<input type="checkbox"/> 5216 Pattern Recognition	<input type="checkbox"/> 6450 Adv Program Languages
<input type="checkbox"/> 4010 Social Issues of Com puting	<input type="checkbox"/> 5220 Computer Graphics	<input type="checkbox"/> 6480 Com putability
<input type="checkbox"/> 4050 App of Cryptography	<input type="checkbox"/> 5225 Digital Im age Processing	<input type="checkbox"/> 6581 Adv Computer Networks
<input type="checkbox"/> 4110 Algorithms	<input type="checkbox"/> 5230 Methods of Numerical Com p	<input type="checkbox"/> 6590 Ad Topics in WC & Networks
<input type="checkbox"/> 4115 Formal Lang. Auto & Com p.	<input type="checkbox"/> 5250 Into to Game Programming	<input type="checkbox"/> 6610 Adv Computer Architecture
<input type="checkbox"/> 4210 Computer Game Program	<input type="checkbox"/> 5260 3D Game Programming	<input type="checkbox"/> 6620 Ad Real-Time Operating Sys
<input type="checkbox"/> 4215 Pro. Ma th and Phys/Games	<input type="checkbox"/> 5265 Adv. Top. in Game Dev.	<input type="checkbox"/> 6640 Adv Operating Systems
<input type="checkbox"/> 4220 Advanced Game Program	<input type="checkbox"/> 5270 Computer-Human Interfaces	<input type="checkbox"/> 6650 Ad Com piler Techniques
<input type="checkbox"/> 4230 Intro to Computer Graphics	<input type="checkbox"/> 5290 Natural Language Processing	<input type="checkbox"/> 6680 Ad Distributed Computing
<input type="checkbox"/> 4240 Intro to Digital Im age Proc.	<input type="checkbox"/> 5350 Database Systems I	<input type="checkbox"/> 6730 Adv VLSI Systems
<input type="checkbox"/> 4250 Top in Game Development	<input type="checkbox"/> 5360 Database Systems II	<input type="checkbox"/> 6810 Adv Topics Com p.l Life Sci
<input type="checkbox"/> 4310 Intro to AI	<input type="checkbox"/> 5370 Dist. & Parallel DB Systems	<input type="checkbox"/> 6900 Special Problems
<input type="checkbox"/> 4350 Intro Database Sys Design	<input type="checkbox"/> 5380 Data Mining	<input type="checkbox"/> 6933 Adv Topics in CSCE
<input type="checkbox"/> 4355 Database Design & In fo In teg	<input type="checkbox"/> 5400 Automata Theory	<input type="checkbox"/> 6940 Individual Research
<input type="checkbox"/> 4410 Software Development I	<input type="checkbox"/> 5420 Software Development	<input type="checkbox"/> 6950 Doctoral Dissertation
<input type="checkbox"/> 4420 Software Development II	<input type="checkbox"/> 5430 Topics in Software Eng	
<input type="checkbox"/> 4430 Programming Languages	<input type="checkbox"/> 5440 Real-Time Software Dev	
<input type="checkbox"/> 4440 Real-Time Software Dev	<input type="checkbox"/> 5450 Programming Languages	