

Division: *School of Electronic Engineering and Computer Science*

Academic programme: *02.03.02 Fundamental Computer Science and Information Technologies, Intelligent Systems*

Mode of study: *full-time*

Programme length: *4 years*

Programme level: *Bachelor's degree*

Language of instruction: *Russian*

Programme description:

The Fundamental Computer Science and Information Technologies programme is aimed at providing training of professional programmers of the highest qualification. The curriculum of Bachelor's degree students in the Fundamental Computer Science and Information Technologies programme mainly consists of courses relevant to computer disciplines.

During the process of training, students master a big number of modern programming languages, including: C, C ++, C #, Java, Prolog, Ruby, Python, HTML, XML, SQL, UML, etc.

Leading Russian and international specialists in the field of information technologies participate in the training of students. Some courses are taught by the representatives of commercial companies involved in software development. Students take internship in real software companies.

Graduates of the Bachelor's degree programme in Fundamental Computer Science and Information Technologies are ready to work in companies, which are engaged in the development of system and application software, as well as in computer centres and informatization departments of banks, industrial enterprises, commercial companies, government agencies and other organisations. A graduate can hold the position of a specialist in information technology department, programmer, system administrator, system analyst, database administrator, web programmer, expert consultant on modern information systems, etc.

Main programme-specific classes:

- *Technologies of Software Systems Development;*
- *Information Security;*
- *Supercomputers and Parallel Programming;*
- *Internet Technologies and Web Design;*
- *Local and Global Computer Networks;*

- *Database Management Systems;*
- *Computer Graphics and Development of Computer Games.*

Programme manager: *Leonid B. Sokolinskiy, Doctor of Sciences (Physics and Mathematics), Professor, Head of the Department of System Programming*