Computer Engineering

By:
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Definition

Computer engineering is the design, construction, implementation and maintenance of computers and computer controlled equipment for the benefit of humankind.
Tasks

The computer engineers:

- **Analyze software.** Here they create the software and makes sure that it works properly.
- **Consult with customer concerning maintenance.** They do this so that everyone knows what is going on and no one messes up.
- **Consults with engineering staff.** They do this so that everyone knows that the product is ready to be sold or given back to the owner. Also, they double and triple check that the product is perfect so the customer is satisfied.
Dr. Yanyong Zhang is a assistant professor at Rutgers University. We thought that her research was very interesting. She researched computer Architecture, operating systems, parallel computing, cluster computer, performance evaluation, and sensor networks. Jackie specifically liked the operating systems because if you worked there, then you would get the chance to take apart the computers and fix them. Anthony specifically liked the sensor networking because they build things like sensors for cars and security systems. Joy specifically liked the computer architecture because it helps plan out the building or house that is going to be built. Those are the reasons that we thought Dr. Yanyong Zhang was the most interesting professor.
Oana G. Cula current research project involves developing methods for both computer vision and graphics. The techniques include statistical modeling, signal processing, and machine learning. Her research is specifically on the surface science for computer vision and computer graphics. The way surfaces interact with light is a fundamental interest in order to predict and simulate appearance. Oana current research is centered on 3 main tasks:

1. Surface modeling
2. Surface measurements
3. Integration of surface models into synthesis and recognition algorithms
Kristin J. Dana is researching Surface Science for Vision and Graphics. The interaction of surfaces with light is of fundamental interest in order to predict and simulate appearance, in computer vision and graphics. Appearance depends on view, illumination and the scale at which the surface is observed. In real world scenes, texture is instead due to a surface height variation, for ex. Pebbles, gravel, foliage, and any rough surface. This type of texture is called 3-D, when you see a 3-D texture from a distance, local surface variations are sub pixel and local intensity is uniform so appearance is characterized by the
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