

# Electrical and Computer Engineering Department

## Electrical and Computer Engineering at WPI

WPI Open House  
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# ECE at WPI: An Overview

- Electrical and Computer Engineering
  - What does it involve?
  - What careers does it lead to?
- ECE at WPI
  - Courses and labs
  - Project opportunities
  - The ECE Community
- Get some unsolicited advice
- Meet some students
- Ask some questions
- Take a tour of the department

# What is Electrical and Computer Engineering?

- Acquiring, sending, receiving, processing, storing, and displaying *information*
  - Computers, communications, medical electronics, video, CD players...
- Generating, transmitting and using electrical *energy*
  - Electric generators, motors, power supplies, micromachines, robots...
- Meeting the needs of people
- Solving problems, creating new things

# ECE at WPI: The Obligatory Statistics

- 22 full-time faculty
- 440 undergraduates, 100 graduate students
- 100 BS, 35 MS, 2-5 PhD degrees/year
- Innovative, project-based undergraduate program
- Project/research activity with Analog Devices, Nokia, General Dynamics, Texas Instruments ...
- \$2M in research, 100 external papers/presentations per year

# Breadth of Areas within ECE at WPI

- Computer architecture and embedded systems
- Microelectronics and VLSI design
- Wireless information networks
- Satellite system design
- Global positioning systems
- Microwaves, antennas, radio frequency circuits
- Micro electro-mechanical systems
- Optical computing and networking
- Biomedical signal processing
- Cryptography and data security

# Careers for ECE Graduates

- Hardware and software design
- Device- and system-level design
- Manufacturing and applications
- Marketing and sales
- Research and development
- Technology management
- Entrepreneurship
- Education
- Medicine and law

# So, Why Come to WPI to Study ECE?

- Year 1: 2 ECE courses for freshmen
  - Theory integrated with hands-on labs
- Year 2: The ECE design course
  - Work in a team to design a real product
- Year 3: Go global—projects around the world
  - London, Venice, Bangkok, Melbourne, Washington, Boston, Copenhagen, Hong Kong...
- Year 4: Senior design projects
  - NASA GSFC, Nanosat, Bose, Intel, Nokia...

# Why Else?

- Interesting, hands-on lab experiences
- Projects that make the world a better place
- A strong advising/mentoring system
- Professors who like working with students
- A focus on teamwork
- A comfortable, historic building
- A friendly, supportive community



# Examples of Companies that Hire Our Graduates

Analog Devices  
Arch Communications  
ASIC Alliance  
Avant!  
Brook Trout Technologies  
CIA  
Compaq  
D&H Consulting  
Early Cloud & Company  
Eastern Acoustics Works  
EMC Corp.  
Enertech Consultants  
Fore Systems  
Galaxy Power  
GBAI  
General Dynamics  
Lockheed Martin  
BAE  
Microcom

Mitre Corp.  
Naval Air Warfare Center  
Nokia  
Penn Electronics  
Quantum  
Raytheon  
RG Vanderweil Engineers  
Scope Communications  
Simplex Time Recorder  
Solar Turbines  
STC Systems  
Stratus  
Sun Microsystems  
TASC  
Teradyne  
TRW  
Unitrode  
United Technologies  
W. L. Gore

# Examples of Grad Schools that Our Graduates Attend

- UC Berkeley
- California Institute of Technology
- Carnegie Mellon University
- MIT
- Purdue University
- RPI
- Stanford University
- University of Michigan
- University of Virginia
- WPI

# Picking a School: Some Unsolicited Advice

- Don't worry too much about choosing a major
  - 50% of students change major at least once
  - No need to decide until sophomore year
- Find a place that's right for you
  - Get a good general *education*
  - *Grow* personally and professionally
  - Make friends and be *happy*
  - Learn about yourself
  - Figure out what you'll do with your life

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## Meet Some Students and Visit Historic Atwater Kent Laboratories

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# How does Computer Engineering differ from Computer Science??

- Hardware vs. software?
- Science vs. engineering!
- Computer scientists *discover underlying principles* of computation: logic, language, knowledge organization...
- Computer engineers use these principles to *solve problems* in hardware and software
- Both fields can involve a lot of programming

*(But don't worry about choosing your major yet)*