



Faculty of
Electrotechnics
and Computing

#SomosOrgullosamenteUNI



Computer ENGINEERING

PROFILE OF GRADUATION
AND CURRICULA

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Knowledge OF A COMPUTER ENGINEER

- Fundamentals, methods, techniques and tools about the development of Software application and systems as well as its different phases.
- Usage, adaptation, assessment and maintenance of software application and system
- Fundamentals, components, methods, techniques and tools to implement and manage computer networks. Execution of hardware and software of computing system.
- Fundamentals and applications of basic, humanistic and investigative sciences.

Skills

OF A COMPUTER ENGINEER

- Develop software.
- Use, adapt, assess and keep different software application and systems.
- Implement and manage computer networks.
- Implement hardware and software of computing system.
- Elaborate a variety of documents about computer engineering.
- Communicate in an oral and written way language policies and TIC (Information and Communication Technology).
- Solve problems about computer engineering.





Attitudes OF A COMPUTER ENGINEER

- Reflect about the responsibility and commitment of a Computer Engineer.
- Aware of the impact computer Engineering has in society and the environment.
- Show interest in every individual and team work.
- Grab policies and standards about Computer Engineering.
- Show an entrepreneurial spirit.

I Semester

- Philosophy
- Introduction to Computer Engineering
- Descriptive Analytical Geometry
- English I

II Semester

- Mathematic I for Computer
- English II
- Language Concepts
- Programming Languages
- Technical Writing

III Semester

- Mathematic II for Computer
- Computational Geometry
- Based Object Programming
- Sociology

IV Semester

- Mathematic III for Computer
- Physics I
- Algorithm and Data Structure
- Discreet Mathematic
- Culture of Peace and Human Rights

V Semester

- Physics II
- Theory of Computer
- Digital Systems
- Graphic Programming

Curricula





Curricula

VI Semester

- Statistics I
- Operative Systems and Networks
- Data Base
- Economy
- Hardware Repair and Maintenance

VII Semester

- Simulation
- Data Base Management
- Economy of Informatic Projects
- Architecture of Computer Machines I

VIII Semester

- Research Methodology
- Control
- Architecture of Operative Systems
- Software Engineering I
- Architecture of Computer Machines II

IX Semester

- Technological Trends
- Computer Networks
- Graphic Applications
- Artificial Intelligence
- Software Engineering II
- Architecture of Computer Machines III

X Semester

- Distributed Systems
- Management of Information System
- Software Engineering III

**SIMÓN BOLÍVAR
CAMPUS**

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