

Institution	Quota	Coverage
Web Search Pvt. Ltd. http://www.websearchpro.net/	4	Tuition fee
Himalayan Pvt. Ltd. http://www.ithimalaya.com.np	1	Tuition fee

[RESEARCH ACTIVITIES]

Research activities determine the gravity of academic entity. At DoCSE, faculty members and students devote significant amount of time in research activities, thus keeping themselves abreast with the state of the art technology.

Current research areas at Department of Computer Science and Engineering includes Natural Language Processing, Software Engineering and Grid Computing.

[LABORATORIES & OTHER FACILITIES]

DoCSE enjoys the facility of adequate labs for diverse set of tasks that students need to perform. 24 * 7 facility of internet services (with optical fiber backbone) further assures the remarkable increment in the learning curve of students. Machines in lab are equipped with cutting edge technology which is again updated frequently to be in line with the ever changing paradigm of IT.

The students can work in homely environment with access to multiple platform with wide variety of tools for their experiments and research work. The lab are continuously upgraded with recent software releases that too help students to work using latest technology.

[ADMISSION ELIGIBILITY]

Candidate must have passed I.Sc. (or 10+2 equivalent) with minimum 50% mark in aggregate and 50% in PCM or Physics, Mathematics and Computer Science.

[COMMUNITIES/ CLUB]

Kathmandu University Open Source Community (KUOSC) is a body under the department of computer science and engineering which advocates for the use of FOSS (Free and Open Source Software). KUOSC is dedicated at disseminating information regarding FOSS and advocates its use throughout different Information Communication



Technology (ICT) processes wherever applicable.

Kathmandu University Computer Club (KUCC)

(KUCC) is an independent club organized by students of Computer Science and Engineering with the vision of "An eye of IT students" on July 10, 1997 by the group of enthusiastic students for co-operation among students to create learning environment, help solving problem of students and even help on the activities of DoCSE.



[FACULTY MEMBERS]

[Graduate Program and Department Coordinator]

Dr. Sanat Kumar Bista

[Undergraduate Program Coordinator]

Mr. Purusottam Kharel

[Assistant Professors]

Er. Anup Banskota (on leave)

Er. Manish Pokharel (on study leave)

Er. Bal Krishna Bal

Er. Manoj Shakya

Er. Niraj Shrestha

[Visiting Faculties]

Prof. Dr. Patrick A. V. Hall

Prof. Dr. Karen Lemone

[Lecturers]

Er. Pankaj Raj Dawadi

Er. Jenu Shrestha

[Teaching Assistants]

Er. Jannatul F. Pradhan

Er. Sameer Kharel

Er. Vijit Atreya

Er. Sangeet Dahal



Department of

COMPUTER SCIENCE AND ENGINEERING

School of Engineering
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KATHMANDU UNIVERSITY
Department of

COMPUTER SCIENCE & ENGINEERING

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[COMPUTER SCIENCE & ENGINEERING @ KU]

With the need to develop and deploy the digital concepts that are changing the world rapidly with astonishing inventions and innovation, Kathmandu University launched Computer Science and Engineering program in 1994.

With some 14+ years of fruitful experience in the field of computing, the department possesses a strong background in providing quality education to the students herein. Continuous interaction, contact hours, technology and project works / Industry internship are the compelling factor for KU to be the first choice of students.

The dissolved set of diverse faculties with quest of leadership education and each fashioned in providing up-to-date course materials are the key points in selecting KU's Computer Engineering as the career step by most of the students.

[MISSION]

To become a center of excellence in computer science and engineering education and research.

To produce self-motivated, qualified, confident and creative graduate of high quality with entrepreneurial attitude.

To closely collaborate with the industries and institutions so that the education and research in the department in line with the current domestic and international needs.

[WHY COMPUTER ENGINEERING @ KU ?]

There has been significant paradigm shift in the business models with the advent of Information technology. To complement the momentum gained in terms of establishment of national as well as foreign software houses and service sectors, Kathmandu university has devised the curriculum that exactly fits into the need of industries. Here at KU, students learn the curriculum guided by local industries and at the same time KU has always been committed to make its curriculum at par to the international standards. The 100% absorption rate of graduates down the line of 2 months from graduation is the self-explanatory indicator of success factor.

[SALIENT FEATURES]

- Involvement of IT expert in the subject committee.
- Updated syllabus to meet the industry requirement.
- Faculty members with reputed degrees & expertise.
- Industry based Faculty members
- Intensive guidance by the faculties.
- Industry based internship (3 months)
- Higher contact hours
- Project works based learning methodology
- Industry standard mini and mega projects.
- 1:1 ratio of computers and students
- 100% industry absorption rate
- 24 * 7 internet connectivity (including hostel)
- Visiting faculties from Software industries.
- Frequent seminar organized by IT-experts.
- Internationally acceptable grading system
- Wi-fi enabled vicinity.
- Video Conferencing & E-Learning

[CAREER PROSPECTS]

- Software Industries
- Research and Development
- Academics
- Financial Institutions
- NGO/INGO
- Government recruitment

[PROJECT WORKS]

KU has been the pioneer in introducing project works based learning in engineering education. In each semester, students have to do intra-course and major project works, which ensures hand in glove implementation of the subject taught. Altogether, 6 major project works (except internship) infuse the sense of team work, responsibility, leadership as well as hands-on training to the students.

[INDUSTRY BASED INTERNSHIP]

One of the major continual improvement efforts of DoCSE is the restructuring of the Final year course work and conversion of capstone project into full fledged resident internship in reputed software industries of Nepal. After Completion of their course works, the final year students must work for 3 months at industries as a part of academics. This allows the students to acquire the corporate knowledge, hands-on technical skill, soft-skills and placement and at the same time the industries benefit in terms of lead-time and human resource identification, thus creating synergy between industry and institute. During the internship, Industries also provide stipends to the students. The followings are the companies having MoU with DoCSE for industrial internship.

- D2HawkEye services
- DASS Pvt. Ltd.
- Hi-Tech Valley iNet Pvt. Ltd.
- Nexus Nepal
- Madan Puraskar Pustakalaya
- Deerwalk
- IT offshore
- Javra Software Nepal
- Yomari Inc.
- F1 Soft International
- IT-Himalaya
- Bikalpa Software
- Lotus-IT

FOCUSONE | EverestNet | FibreOnline

[FINANCIAL AID/ SCHOLARSHIP]

Department of Computer Science & Engineering scholarships are funded by a variety of sources.

Educational Loan: KU provides educational loan to deserving students every year.

Panauti/Dhulikhel Municipality also provides partial scholarship to deserving students.

Institutional Scholarship: Following institutions provide full scholarship to deserving students.

