University of California, San Diego
Department of Computer Science and Engineering

Tenured and Tenure-track Positions

The Department of Computer Science and Engineering has several tenured and tenure-track faculty positions open for Fall 2004. We invite applications at all levels in all areas of computer science and computer engineering. Areas of particular interest include graphics and vision, machine learning and data mining, programming languages and compilers, large-scale software systems, sensor networks, embedded systems, computer architecture, e-commerce, algorithms, grid computing, security as well as storage systems and networks. However, excellent candidates in all areas will be seriously considered.

The department is in a period of exciting growth and has attracted extraordinary faculty in the past few years. It has excellent research programs in computer science and computer engineering as well as a strong interdisciplinary research program in computational biology and bioinformatics. It plays a leading role in the newly formed California Institute for Telecommunications and Information Technology and has close ties to the San Diego Supercomputer Center and the Center for Wireless Communications. The department is about to start a new center, Center for Networked Systems, to promote research and industrial collaboration in the area of computer networking. For more information, please consult our web page http://www.cse.ucsd.edu. For applicants with interest in spousal/partner employment, please see the Web site for the UCSD Partner Opportunities Program at http://academicaffairs.ucsd.edu/offices/partneropp/default.htm.

The department is looking for applicants with outstanding research credentials. Successful applicants are expected to lead a vigorous research program and to have a strong commitment to teaching. A Ph.D. in computer science or a related area is desired. Salary and rank will be commensurate with qualifications in conformance with University of California policies.

Lecturer Positions

The department invites applications for part-time and full-time lecturer positions in all areas of computer science and computer engineering. Demonstrated excellence in teaching is a requirement. In particular, we also invite applications from outstanding instructors for a full-time Lecturer position with teaching and administrative responsibilities, with the potential of Security of Employment, for which a Ph.D. degree is strongly desirable.

Application Procedure

We encourage candidates to send applications as soon as possible. Faculty applications received by January 12, 2004 will be given full consideration. However, positions remain open until filled.

Please send a letter of interest, curriculum vitae including research interests and plans, the names and email addresses of at least four references to the Recruiting Chair (recruit@cs.ucsd.edu), and cite the position reference number 4-243-A. Please ask at least four of your letter writers to send their reference letters under separate cover, directly to the Recruiting Chair (recruit@cs.ucsd.edu). Letter writers should be directed to the following web site; http://charlotte.ucsd.edu/recruitment/ to view the University of California Statement of Confidentiality regarding letters of reference. The beginning of each letter needs to indicate that the writer has read the above linked statement. Email submission with PDF, Word or text attachments is preferred. Hard copy may be sent to:

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Recruiting Chair
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