Supercomputer upgrade to support broad range of research

Amy Apon, chair of the Division of Computer Science in the School of Computing, is the principal investigator of a National Science Foundation grant that will upgrade Clemson University’s acclaimed supercomputer, the Palmetto Cluster. The new capacity will support more than 370 faculty members and students who are working on a broad range of research topics with more than $14 million in funding.
Partnership leads to new graduate programs in Biomedical Data Science and Informatics

A unique collaboration between Clemson University and the Medical University of South Carolina has given rise to this new M.S. and Ph.D. program. Clemson’s strengths in computing, engineering and public health and MUSC’s expertise in biomedical sciences will produce the next generation of professionals who can leverage big data to improve health.

Computer science trailblazer is a pathfinder for current undergraduates

Senior Lecturer Rose Lowe, the first African-American female to receive a Ph.D. in computer science at Clemson, teaches undergraduate computer science courses and is an academic advisor that performs graduation checks for all graduating seniors.

Nearly deaf and blind computer science major thrives at Clemson University

With the help of technology, professionals and a positive attitude, Miriam Lozneanu is not only making it at Clemson but excelling. She worked an internship at Michelin North America, Inc. last summer and is literally shooting for the stars next summer by applying for an internship at NASA.
Cracking the Code

Junior computer science major and Calhoun Honors College student Madison Maddox says her biggest challenge is prioritizing time management while navigating a schedule packed with academic and extracurricular activities.

Zucker Family Graduate Education Center attains significant sustainability achievement

The 52,000 square-foot classroom building located on waterfront property in North Charleston, was certified LEED Gold. The facility houses the School of Computing’s graduate Digital Production Arts program.