

COMPUTER SCIENCE



Our lecturers, who come from the world of research and business, are experts in teaching advanced technologies.

In addition, our students benefit from a work placement (or exchange) abroad: at least 12 weeks for students and 8 for apprentices.

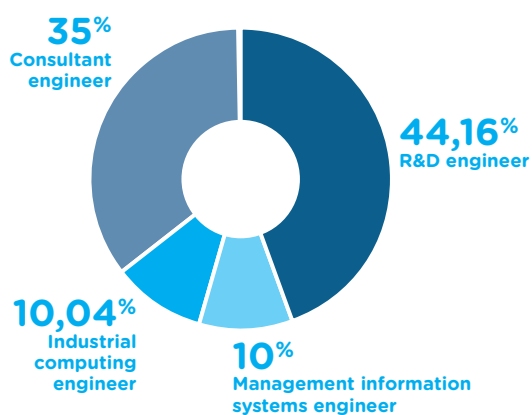
AREAS OF TRAINING

- Software engineering and software architecture.
- Databases.
- Networks - Systems - Security - Internet of Things.
- Optimisation, scientific calculation.
- Interface and multimedia.
- 'Big data', automatic learning.
- Virtual reality.
- High performance computing and parallel programming.

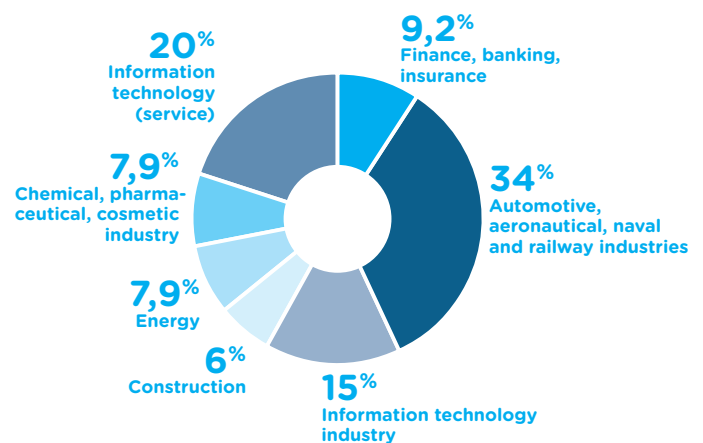
AREAS OF APPLICATION

- Management and leadership of IT projects.
- Modelling, design, development and validation of software.
- Development of specialised applications for the Web.
- Advanced interface design.
- Database design and optimisation.
- Implementation of machine learning and data engineering algorithms.

SCHOOL'S FIGURES FOR INTEGRATION INTO THE WORKPLACE GRADUATES' OCCUPATIONS*



AREAS OF ACTIVITY*



PERCENTAGE EMPLOYED

Since 2017, over 90% in employment within 6 months of graduating.

*From the 3-year average of the professional integration surveys.

COMPUTER SCIENCE

THE MAIN COURSES

Apprentices

Years 1 2 3

- **Languages and communication**
English, a second foreign language, theory and practice of communication.

- **Professional project and professional integration**

- **Management of projects, information, people and economic factors**
Economics, strategy, marketing, project management, cost management, business games, law, sustainable development, entrepreneurship, business creation, human resources management, Innovation management:

- **Basic sciences**
Mathematics, physics for engineers.

- **Concepts**
Algorithms, databases, software engineering, functional and object-oriented programming, graph algorithms, optimisation, machine learning, high performance computing, computer system security.

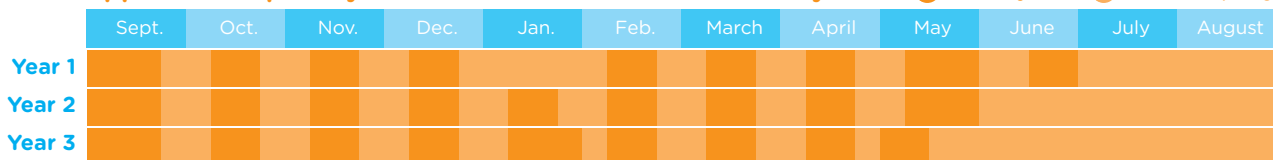
- **IT systems and environments**
Human-computer interface, database management systems, computer graphics, computer architecture and operating systems, networks, compilation.

- **Programming**
C, Java, C++, web, C#, Python, Matlab, parallel programming.

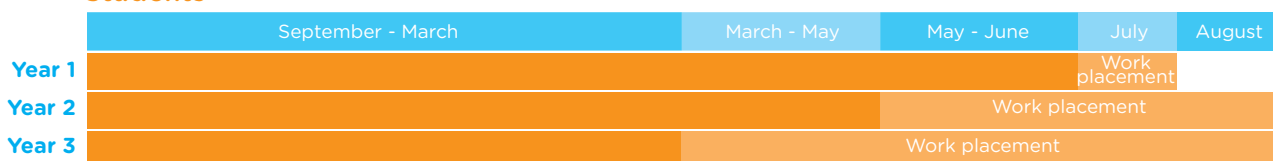
- **Projects**
Systems projects, Java, graphics, human-computer interface, software engineering, Internet of Things, 'big data', information retrieval.

THE ENGINEERING CYCLE TIMETABLE AT POLYTECH PARIS-SACLAY

Apprenticeship in 3 years and continued education in 2 years. ● At Polytech ● In a company



Students



Our students benefit from an international work placement (or exchange) with our partners (12 weeks for students and 8 for apprentices).

Contacts