ABOUT THE PROGRAM
The Bachelor of Computing Degree, with majors in Computer Science and Software Engineering, teaches software development, data structures, algorithms, teamwork, and professional standards. The Computer Science major has a greater emphasis on algorithm design & analysis, theory of computation, and math. The Software Engineering major focuses more on design methodologies, team development, and project management. Both majors take courses in system analysis & design and software engineering, along with electives in testing, networking, HCI, computational intelligence, graphics, game programming, security, and parallel programming. At Guelph, computing students have the unique opportunity to study an “area of application”. These elective courses, drawn from another academic discipline, allow for both specialization and diversity. As such, a student can combine their degree with a variety of disciplines (music, psychology, business, math, etc.).

WHY CO-OP?
As a co-op student, you will gain relevant work experience, build professional networks and develop the essential interpersonal skills needed to succeed in the workplace while getting paid and earning your university degree. Guelph’s co-op program is unique due to the exceptional level of support provided, including an in-class preparatory course, access to senior student mentors, and a personal connection with a Co-op Co-ordinator to assist you during the employment process.

COURSE SEQUENCING
In the Bachelor of Computing co-op program, you will participate in five co-op work terms and eight academic semesters throughout your five years at the University of Guelph.

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SAMPLE JOBS
Below are some examples of past Computer Science & Software Engineering co-op positions.

Client Support
With a large focus on responsiveness and communication, this role supports an entire organization through providing assistance with training, problem-solving, new equipment and software performance. You'll learn to depend on your team and to interact well with non-technical personnel. Prioritizing, multi-tasking and reporting are very important to this work process.

Web Developer
You will create and deploy web-interfaces that follow good models and good design practices, to enable delivery of content and the receipt of user input. Expect to learn various software platforms and begin interacting with database environments.

Software Developer
In this role, you are part of the development team and will be involved from inception to shipping of a new product, including requirements gathering and automated testing. You will get a deeper appreciation for the development cycle, including sprints, scrums and stand ups. You will also be involved in business meetings and will learn many different software languages.

Additional Sample Jobs: Web Developer/Editor, Quality Assurance, Information Technology Manager, Help Desk Technician, and more.

SAMPLE EMPLOYERS*
• eSentire
• Evertz Microsystems
• Camis Inc.
• Freshbooks
• Amazon
• Cooperators Insurance
*This shows a sample of recent co-op employers, and will vary depending on employer recruitment needs. During a job search, students are encouraged to be actively engaged and are supported in establishing and maintaining their own personal contacts.

SALARY INFORMATION
Average Weekly Salary Range: $663 - $803*
*Depending on work term. Salary rates are shown as rates before deductions. Statistics are based on jobs held by co-op students in 2016. These ranges may fluctuate on an annual basis in response to economic conditions.

SKILLS & KNOWLEDGE ACQUIRED
• Programming skills in Java, C, SQL, Python, and more
• Strong technical knowledge of data structures, object-oriented programming, and database management
• Excellent knowledge of computer organization, operating systems and high level software engineering
• Ability to communicate, prioritize, and multi-task efficiently