Project Preferences

Indicate your project preferences below by ranking your preferences 1 through 12, using the hexadecimal numbers 1 through 9, A, B, and C exactly once, where 1 indicates the most preferred project C indicates the least preferred project. Write neatly using upper case letters. If your writing is illegible, Dr. D. will replace your writing with random numbers.

If there are specific reasons why you would like to be assigned to a particular project team, you may indicate below in the section for written comments.

 Team Amazon: Text Classification of Seller Forums Content

 Team Auto-Owner: Claims First Notice of Loss Application

 Team Boeing: Business Developer’s Electronic Sales Bag

 Team Ford: Electric Vehicle Charging Station App

 Team GM: Employee Companion Mobile Application

 Team Meijer: Product Availability Check using Glassware

 Team MSUFCU: Financial 4.0 Interactive Financial Education

 Team Quicken Loans: Parking Allocation and Expense Reconciliation

 Team Spectrum Health: Mobile Appointment Check-In and Payment

 Team TechSmith: Enterprise Learning Activity Capture

 Team Urban Science: Global Dealer Census and Market Share Viewer

 Team Whirlpool: Laundry Room Tablet Payment System

GPA

What is your cumulative GPA?

What is your CSE GPA?

Cognate / Minor

What is your cognate?

What is your minor?

Name and Hometown

What do you prefer to be called?

(i.e., “Bob” rather than “Robert”)

What is your hometown (City, State or City, Country)?

(i.e., the place where you grew up and lived before MSU)

Relevant Experiences

1. If any, list the companies for which you have interned and/or worked.

Relevant Experiences (Continued)

1. If any, briefly describe your experiences that are particularly relevant to your most preferred projects.

CSE Courses Inventory

For each course, give the grade that you received in the course or simply check if you are currently enrolled in it.

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| --- | --- | --- |
| **Course** | **Grade****0.0 – 4.0** | **Enrolled****🗸** |
| CSE | 335 | Software Design |  |  |
| CSE | 410 | Operating Systems |  |  |
| CSE | 420 | Computer Architecture |  |  |
| CSE | 422 | Computer Networks |  |  |
| CSE | 425 | Introduction to Computer Security |  |  |
| CSE | 435 | Software Engineering |  |  |
| CSE | 440 | Artificial Intelligence |  |  |
| CSE | 450 | Translation of Programming Languages |  |  |
| CSE | 460 | Computability and Formal Language Theory |  |  |
| CSE | 471 | Media Processing and Multimedia Computing |  |  |
| CSE | 472 | Computer Graphics |  |  |
| CSE | 473 | Fundamentals of 3D Game Development |  |  |
| CSE | 475 | Introduction to Computational Linguistics |  |  |
| CSE | 477 | Web Application Architecture and Development |  |  |
| CSE | 480 | Database Systems |  |  |
| CSE | 484 | Information Retrieval |  |  |
| CSE | 491 | Mobile Application Development (with Dr. Owen) |  |  |
| CSE |  |  |  |  |
| CSE |  |  |  |  |
| CSE |  |  |  |  |
| CSE |  |  |  |  |