

ELECTRICAL ENGINEERING

Lance College of Mines and Engineering



ELECTRICAL ENGINEERING AT MONTANA TECH

Electrical engineering is the largest engineering discipline in the world, serving every modern industry. Electrical engineers design, develop, test, and supervise the manufacturing of electrical equipment such as electric motors, radar and navigation systems, communications systems, and power generation equipment.

Enter the world of this in-demand field and build systems that are the “engine” of today’s machines. At Montana Tech, our faculty excels in teaching advanced topics in grid stability, grid modeling, power protection, and instrumentation and controls. Nearly all of the classes taught within the departments have a lab component taught by professors who are registered professional engineers, hold a Ph.D., and have significant industrial design experience.



MEDIAN SALARY
\$114,050

BLS.gov

LOW TUITION

13:1 STUDENT-TO-FACULTY RATIO

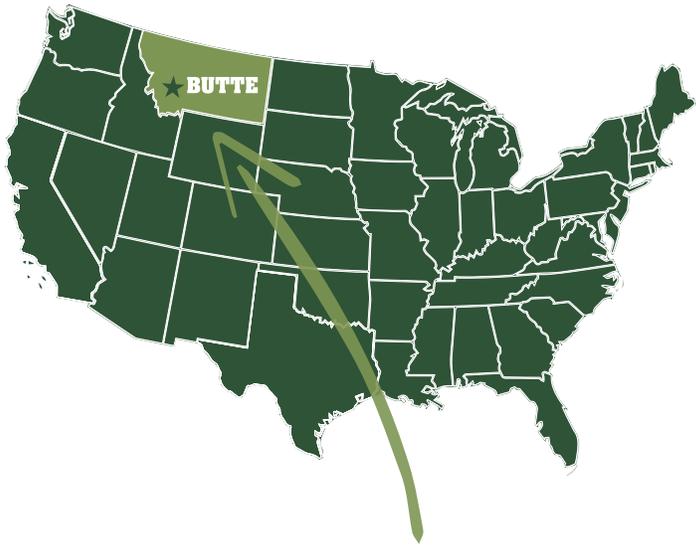
NO APPLICATION FEES

VISIT MTECH.EDU

MONTANA
TECHNOLOGICAL UNIVERSITY



Engineering
Accreditation
Commission



WHERE ARE WE LOCATED?

ADMISSION REQUIREMENTS

Montana Tech Bachelor's Program

First Time Freshmen

- Earn a minimum cumulative high school GPA of 2.5 or
- Rank in the top half of your high schools graduating class, or
- Earn a minimum ACT composite score of 22 or SAT total score of 1120

Transfer Students

- Minimum cumulative college GPA of 2.0

BECOME AN OREDIGGER!

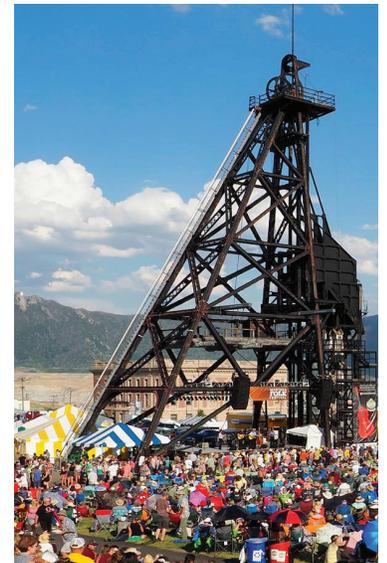
The application is easy and free!

Go to mtech.edu/apply

OR VISIT US HERE!



MONTANA
TECHNOLOGICAL UNIVERSITY



For things to do in Butte, Visit: Visitbutte.com

PROGRAMS IN THE LANCE COLLEGE OF MINES & ENGINEERING

- Civil Engineering
- Computer Science
- Construction Management
- Cybersecurity and Network Administration
- Electrical Engineering
- Environmental Engineering
- Geological Engineering
- Mechanical Engineering
- Metallurgical and Materials Engineering
- Mining Engineering
- Occupational Safety and Health
- Petroleum Engineering
- Software Engineering