

*Employment* Peter H. Fröhlich is a senior lecturer in the Department of [Computer Science](#) at [The Johns Hopkins University](#) where he teaches algorithms and data structures, compilers and interpreters, foundations of computer science, intermediate programming, introduction to programming, systems programming, video game design, and project courses. Before coming to Baltimore, Peter was a lecturer in the Department of [Computer Science and Engineering](#) at the [University of California, Riverside](#) where he also taught programming languages, software construction, and software engineering.

*Education* Peter holds a [Diplom-Informatiker](#) degree from the [Munich University of Applied Sciences](#), Germany (1997), a masters degree in [Information and Computer Science](#) from the [University of California, Irvine](#) (2000), and a doctorate in [Information and Computer Science](#) from the [University of California, Irvine](#) (2003). After years and years of waiting, he also finally received a doctorate in [Medieval Metaphysics](#) from [Miskatonic University, Arkham](#) in 2009.

*Research* Peter's research focuses on the fuzzy intersection of software engineering, programming languages, and computer systems. He is currently most interested in programming languages for component-oriented software development, high-level software technologies in support of video game design, and trustworthy systems for electronic vote counting.