



Dear Corporate Partner:

The student branch of the Institute of Electrical and Electronics Engineers Computer Society at The University of Texas at Austin offers its sincerest gratitude for your consideration to host an event with us.

The IEEE Computer Society exists to serve as a unifying factor between students, faculty, and industry. We concern ourselves on equipping students with skills and knowledge not taught in class but are still vitally important in the competitive corporate world. Our society members include engineering and computer science students interested in subjects such as computer architecture, embedded systems, data sciences and software engineering. Over 72% of upper-division Electrical and Computer Engineering students have a focus in one of these fields as of 2018, and that number is rapidly increasing.

Our society aims to provide a meaningful experience both for our members as well as our corporate partners. We have categorized events we plan to hold into four classifications, with each event classification having a different scope and has various benefits for our corporate partner. The event's cost goes towards advertising, raffles, equipment rental, and more. We hope that you will use these events to build connections with members of our society and share valuable virtual tips with our members. Your support adds value to our society by allowing our members to continue participating in fun projects and exploring the field of computer engineering.

Our organization has traditionally conducted several technical, social, and competitive events and participated in many larger campus-wide activities throughout the year. In the upcoming semester, we intend to be even more involved by expanding the scope of our events. For example, we are planning to host bi-weekly professional development workshops where our officers teach students essential software skills and technologies, such as Git, Linux, and Interview Prep. This packet contains information outlining the four types of events we have planned for students as well as a corporate partnership request form that you can fill out and email back to us if you are interested in supporting any of our activities.

Once again, thank you for your interest, and we look forward to working with you.

Sincerely,

Vineet Nippani and Tejal Kulkarni
President and Vice President, IEEE Computer Society

Upcoming Development Project

Fall 2021 Project

UT Ticket Exchange - A web app that can be ported to mobile, that allows users to buy and sell tickets for sports games. For those who have the UT big ticket and would like to sell their event ticket, not finding a buyer is often a problem and so a streamlined platform exclusively for students can help speed up the process. Team members can either decide to pick cross platform technologies to build a web app or first focus on a web app and later port to native mobile using frameworks such as JavaScript, Ionic, Cordova, etc.

Partnership Options and Event Descriptions

Virtual events are possible in lieu of the on-campus experience. Same charges apply. Food is not required for virtual events.

Conference Sponsorship	Social Event	Technical Talk Event	Workshop Event
Cost \$1000 full sponsorship, per person You will get a handwritten thank you note from the sponsored attendee	Prospective Audience: 20-50 students Description: Facilitates interest in Corporate Partner. Formats can include gaming. Cost Large Companies: \$750 Small Companies: \$500	Prospective Audience: 65 students Benefits Name on all advertisements 60 min presentation Networking with students Cost Large Companies: \$1000 + food Small Companies: \$750 + food Government-affiliated: Purchase food, but not required to give us money	Prospective Audience: 30-65 students Description: Name on all advertisements 60 min presentation Networking with students Cost Large Companies: \$1000 + food Small Companies: \$750 + food Government-affiliated: Purchase food, but not required to give us money

We ask that all material to be presented at the event be approved by the IEEE Computer Society at least three weeks in advance of the event.

