

IEEE CS Student Branch at the University of Texas at Austin Email: corporateliaison@ieeecs.ece.utexas.edu Website: jeeecs.ece.utexas.edu

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.

To foster a closer relationship between our members and our corporate partners and standardize ECE organization events, this year we are implementing the Prime Event Program! With this program, we will make sure that all events will not conflict with any other ECE organization events and there are reduced costs and pricing for off-season events, small companies, and government affiliated companies.

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

Sincerely,

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

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Upcoming Projects

Fall 2020 Project

UT Ticket Exchange - Ideally a web app that can be ported to mobile if necessary, that allows users to buy and sell tickets for sports games. For those who have the big 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 Ionic, Cordova, etc.

Spring 2021 Project

Practical IOT Device - Intended to provide practice for prototyping embedded systems, application design, and data analysis. The project's overall purpose itself can be tailored to the group's interests, although popular choices include: a typical soil moisture & pH sensing system with auto-watering; an audio-reactive LED lighting system; or the flex sensor glove, intended to track and analyze physical therapy patients' grip strength over time—a practical exercise in designing wearable electronics with a real-world application. In general, students will design a device geared towards a specific purpose as well as an application to interface with the device. To implement this, students will prototype a device circuit using a microcontroller, set up a web server, program the controller to communicate in real-time with the server, and build a user interface via a mobile app or web page to manage the device. Students will then test the device, analyze the resulting data, and make necessary improvements to the design.

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Partnership Options and Event Descriptions

Virtual events will be required for the fall, and possibly into the spring, in lieu of the on-campus experience.

Same charges apply.

Conference Sponsorship

- Cost
- •\$1000 full sponsorship, per person

Casual Networking Event

- Prospective Audience: 20-50 students
- •Description:
- Held virtually
- Facilitates interest in the Corporate Partner
- Cost
- •Prime: \$750

Technical Talk Event

- Prospective Audience: 30 65 students
- •Benefits:
- •Name on all advertisements
- •60 min presentation
- Networking with students
- Cost
- •Prime: \$1250
- •Off-Season: \$1000
- Small Companies
- •Prime: \$750
- •Off-Season: \$400
- Government affiliated: not required to give us
- money

Workshop Event

- Prospective Audience: 30 65 students
- •Benefits:
- Name on all advertisements
- •60 min presentation
- Networking with students
- Cost
- •Prime: \$1250
- Off-Season: \$1000
- Small Companies
- •Prime: \$750
- Off-Season: \$400
- Government affiliated:
 not required to give us
- money

Please note that **PRIME** pricing applies to any events scheduled for the first five weeks of a semester (before October 2nd for Fall, before February 26th for Spring).

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.



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Corporate Partnership Request Form

Company name:		
Representative Contact Information		
Name:		
Email:		
Phone:		
Preferred Contact Time:		
Event(s) your company would like to support (no ga	uarantee of more than one e	vent. please rank
preference in ascending order, most preferred first)).	
Networking Event Social Event	Technical Talk	Workshop
Note: Companies are responsible for providing f	for the food at the event	
If you chose to support either a Technical Talk or V	Vorkshop, please also check	the following:
Off-Season:	Yes	No
Small Company:	Yes	No
Government Affiliated? (Provide for food costs):	Yes	No
Donation Amount: \$		
Preferred Event Date:		
Thanks for supporting IEEE CS at UT Austin! Plea	se email the completed form	ı to
corporateliaison@ieeecs.ece.utexas.edu and please	make all checks payable to:	The University
of Texas at Austin and on the memo line write IEEI	E CS!	
I understand that my event reservation is contingent	t on my payment being proc	essed.
Signature:	Date:	