

KEY PROGRAMS



TRI-MENTORSHIP PROGRAM

We work in collaboration with the Sauder MIS Division to assist students who are interested in pursuing a career business and technology. This program aims to cultivate a tight-knit community of technology-oriented professionals and mentees to provide rewarding one-on-one mentorship opportunities. Through this initiative, students have received 1:1 mentorship from industry professionals, including representatives from Telus, Hootsuite, and SAP, as well as other individuals, who show an interest in mentoring young professionals.



BLUEPRINT CONFERENCE

Our annual conference has attracted over 250 attendees from 25+ faculties and industry professionals from companies such as Accenture, Mobify, and Traction on Demand. Last year our conference revolved around the theme "Tech of the Future", focusing on exposing students to disruptive technologies that are relevant to our day-to-day lives and revolutionize the way we live. Our partners ran workshops, gave meaningful keynotes, and participated in panel discussions speaking to how technology is being integrated in the fields of Business, Health Science, Ethics, Education, and more.



GAMeworld

The first iteration of the UBC's largest gaming and development conference in 2020 was a massive success and will make a return for the 2020/21 year. This year, it will build on its success for students who are first-timers, experienced developers or those simply interested in gaming. From workshops about animation and enterprise applications to panelist Q&As and boozing with leading gaming companies in Vancouver, our attendees will find something new to learn and a new experience to cherish.

