



IEEE

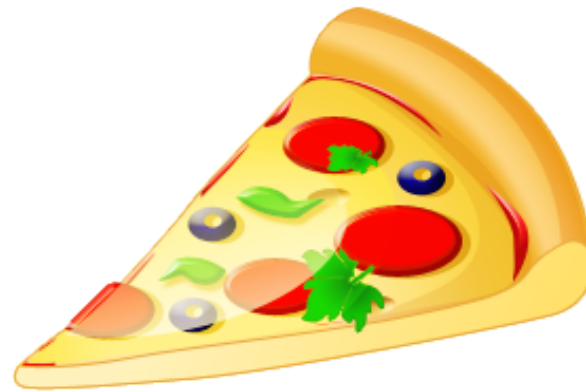


General Meeting

February 13, 2013



Pizza



2 pieces per person

Attendance

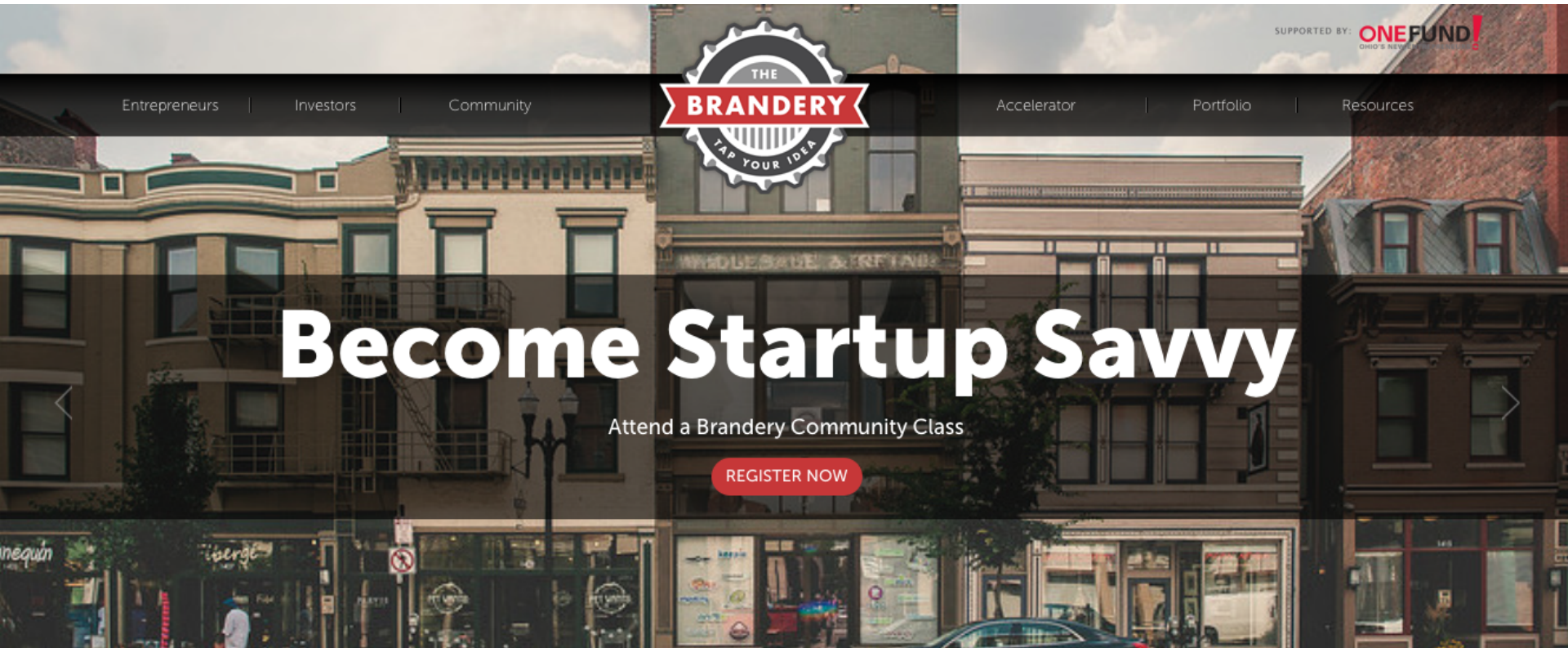
U of L - Cardinal Challenge

- This Saturday 2/15/2014
- Meet at **7:45AM** – Alumni Parking Lot
- Return at **10PM**



Tour of The Brandery

- Next Thursday, February 20th @ 5:00 PM
- 1411 Vine Street, Cincinnati (OTR)
- Carpool Down (Sign-Up Sheet)



Entrepreneurs

The Brandery offers \$20K in financing, world-class mentorship, amazing partnership opportunities and

Investors

We turn great ideas into brands and then introduce them to those with the vision and means to help them grow.

Community

Our experts lead a series of classes geared towards fueling Cincinnati's entrepreneurial ecosystem.

IQ Elevator Pitch Competition

Interested in Helping Out? Contact me (gillesrp@mail.uc.edu)

Center for
**Entrepreneurship
Education & Research**

Have an idea for the next big thing?

Have you ever thought about a **new, innovative idea** for a **product** or **service**? Do you believe it could be the basis for a successful **start-up venture**?

Then **JOIN US** for the **University of Cincinnati's 2nd Annual**

Innovation Quest Elevator Pitch Competition

and present your idea in a short 60-90 seconds pitch for the chance to win **\$1,000, \$500** or **\$250** for your team.

REGISTER YOUR TEAM NOW!

[Click Here to Read and/or Download](#) 
the 2014 Competition Participation Guidelines

Additional Resources:

[Elevator Pitch \(EP\) Overview](#) 

[Write Your Own Winning EP](#) 

**The Event Is Open To
ALL UC Students**

**Wed, Apr 09, 2014
6:00 - 9:00 p.m.**

Tangeman University Center
Great Hall (TUC 465 - 4th Floor)
University of Cincinnati

IMPORTANT:
Registration deadline is
**Thursday,
April 03, 2014**

Event sponsored by:

 **Capacity Energy Solutions**

 **TARGET**



What is IEEE?

- Professional society for those with technical interests in electrical and computer sciences, engineering and related disciplines:
 - Computer Science
 - Information Technology
 - Physical Sciences
 - Mathematics
- Not CS, EE, or CompE?
 - Open Organization

Why get involved?

- It is a great way to interact with people within your Major
- A great way to know the upperclassmen and learn about what is to come
- Get great advice from students who have been through the tough classes, co-op, etc.
- Get help with personal projects
- Get to hang out in a cool Office (810A Rhodes)
- Online articles and resources for projects and lab material
- Conferences
- Become more involved with faculty
 - Help on their projects
 - Help getting co-ops, get into grad school

How to get involved

- No formalities, just attend 3 events per Semester and get to know us!
- Website: www.ieee.uc.edu
 - Announcements
 - Event calendar
 - Contact info
 - Meeting slides
- IEEE Student Membership

Tutoring!

- IEEE Office (810A Rhodes Hall)
- Tables/Desks/Whiteboards
- Brian Waring (EE)
 - waringbm@mail.uc.edu
- Shawn Razek (EE)
 - razeksk@mail.uc.edu
- Aaron DeLong (EE)
 - delongam@mail.uc.edu
- Adam Wilford (CompE)
 - wilforaf@mail.uc.edu
- Cameron Tolliver (EE)
 - tollivca@mail.uc.edu

HOT Chocolate!

- Date Next Week?
 - Main lobby of Baldwin
 - Hot Chocolate: FREE
 - Doughnuts (Maybe): FREE
 - Bagels (Maybe): FREE
-
- Please come and support IEEE!
 - If interested in helping out, please contact Shawn



Upcoming events

Meeting / Hackathon

- February 19th @ 5:00pm – Whenever
- Baldwin 533
- Guest speaker: David Giard from **Microsoft**
 - Short talk on careers in CS/CE and preparation.
 - Mobile/Computer Development Demo on Windows 8
- Pizza



Microsoft

Event

- February 21st @ 11AM
- Room – IDK I'll let you know
- Guest speaker: Ansys
 - Engineering Simulation Software Developer
 - Presentation on their company
 - ME's, CE's and EE's Welcome



SPAC

- March
- Speakers (Tentative):
 - Jason Heikenfeld - The Pitfalls, Challenges, and Rewards of Engineering Entrepreneurship
 - Joseph M. DeSalvo - University to Real World: Professionalism is the Key Link
 - Carl Selinger - Stuff You Don't Learn in Engineering School

Guest presentation by:

