

vote

# JANEETA

## President of Women in Engineering Society



**Fun fact: I just won First Place in the UK's largest Women in Computer Science student conference! (For an Arduino-based invention)**



**Who am I?**

- a. The ballerina who studies computers
- b. The girl who knows everyone on campus
- c. The girl who recently won the LUU elections
- d. All of the above

## Why me?

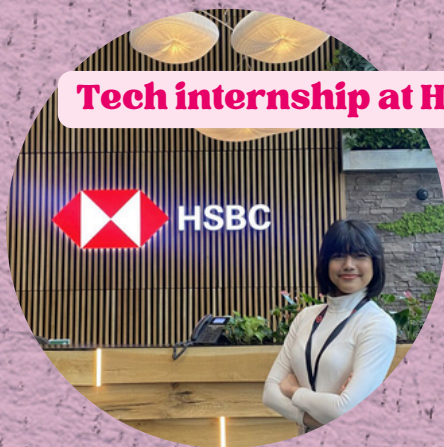
**In my first year of University alone, I have been involved in over 11 different societies. Besides reflecting my adaptability as a social butterfly, this means I have strong links with everyone on campus thus help with WiE promotion and collab events with other societies.**

**I am a regular attendee of WiE events, from the monthly cafes, Black Sheep Coffee study sessions, movie nights, to workshops. I would be surprised if you have never seen my face.**

**Peers describe me as outgoing, intelligent, and having superb time management - how else am I doing ballet, debate, hikes, pilates, and a lot more on top of thriving in my social life and studying one of the heaviest degrees?**

**Leading a team is second nature to me. Throughout school, I would alternate among class officer roles of president, vice president, secretary, prefect, and monitor every year. I was head secretary in the student council.**

**I have a strong professional engineering network:**



**Tech internship at HSBC UK!**



**National aerospace conference held in London**

## My ideas for WiE:

1. Adding remote activities so that engineers with less time on their hands can still feel part of the WiE community (e.g. online games and social platforms!)
2. Collaborative projects with each other to build our portfolios!
3. Out-of-the-box, active socials: think a pilates class, hike, or girls day out
4. Continue career-related workshops and invite figures in industry
5. Be a friendly and familiar face for society members
6. Support everyone on committee; be a glue for everyone!

**Representing women in engineering is what it is all about!**