

# MEET THE MENTORS

## Jenny Mitchell, Workplace Scotland

### **Why do you think the BCO is important?**

#### **Why did you join?**

The BCO is important because it brings together built environment professionals to share knowledge, insights, and best practices, helping to shape the future of workplaces. I originally joined to build my professional network, and I've really valued the opportunity to connect with others across various disciplines over the years. I also love a nosy around new workplaces, to see the diverse ways organisations approach their fit-outs!

#### **What made you want to become a mentor?**

I'm an advocate of knowledge sharing and supporting the next generation of built environment professionals. Our industry hasn't always been the most collaborative, and I see mentoring as a way to change that. By sharing experiences, insights, and lessons learned, I hope to support others in their career development and contribute to a more connected and supportive industry.

#### **What has been your biggest achievement as a mentor?**

I'm relatively new to the mentoring role, so connecting people within the industry and offering guidance, even in small ways, has been rewarding. I'm looking forward to getting more involved this year.



#### **What are you most proud of in your career?**

I'm most proud of taking the leap to set up on my own in 2021. It's been stressful at times, but I've loved the challenge. I've been fortunate to work with amazing Clients, Consultants and Contractors along the way, delivering fantastic workplaces that make a real difference to organisations and their people.

#### **What is the most useful piece of advice you've received during your career?**

"Teamwork makes the dream work". Cheesy, but advice I still use and share with others. Embracing collaboration, whether it's sharing resources or knowledge, is key to cultivating trusted teamwork.



**To meet our other mentors or find out more about how to apply to the Mentoring Programme, visit the [BCO Website](#)**