TECHNICAL TEAM

ANNUAL REPORT 2022-23

Skill Up - Pokezone:

Date: 14th August, 2023

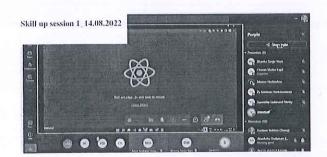
Objective: To give students better exposure with a hands-on session and to give them a better understanding of the topic.

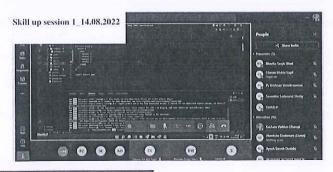
"Website using ReactJS and API integration"

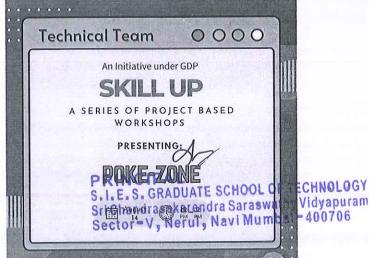
Description: Skill up is a series of project based workshop and an initiative under GDP (GST Developers Program). This event was conducted by Web **Domain** on 14th of August, 2022, where students were given exposure to various related topics with a hands-on session to give them a better understanding of the topic.

"Website using ReactJS and API integration" was conducted by Web Domain and the topics covered were:

- What is ReactJS.
- Basics of ReactJS.
- Various style components in ReactJS.
- Functional styling and structuring.
- React hooks.
- Axios basic API







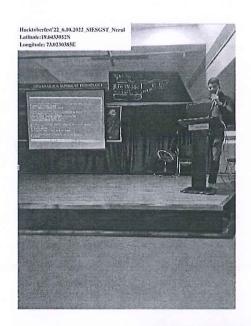


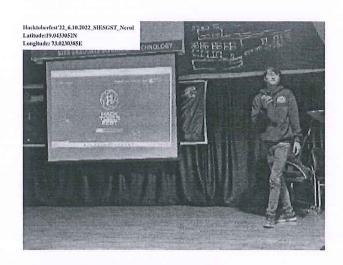
Hacktoberfest'22:

Date:- 6th October,2022

Objective:-Hacktober fest is to promote Open Source among the students.

Description: Technical Team SIESGST in collaboration with DSC SIESGST and Codechef SIESGST Chapter conducted Hacktober fest on 6th October. Students were given exposure to Open Source with a hands-on session on Git and Github to give them a better understanding of the topic. The hacktober fest started with Codechef introducing Hactoberfest, followed by DSC giving intro on Open Source and a session on Open Source Projects by Google. This was followed by Technical team's intro to different domain technologies. Then Technical Team, DSC SIESGST and Technical team took a Git and Github hands-on session. Various topic were covered like hosting own website through GITHUB, branching and using OpenSource to interact with people.







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Skill Up - Design Matters:

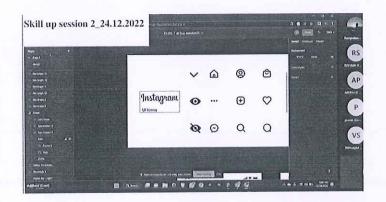
Date: - 24th December, 2023.

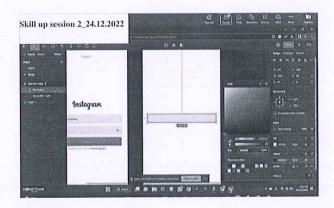
Objective:- To give students an exposure to related topics with a hands-on session and to give them a better understanding of the topic.

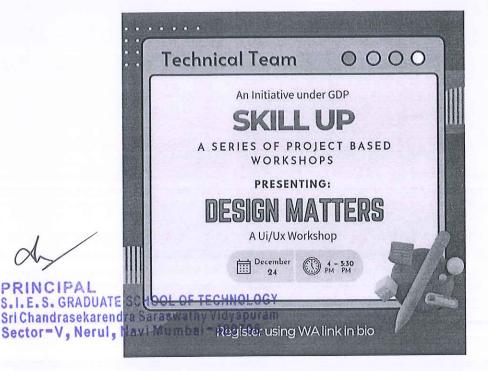
"Redesigning Instagram using figma"

Description: Skill up is a series of project based workshop and an initiative under GDP (GST Developers Program). This event was conducted by Ui/Ux on 24th of December, 2022, where students were given exposure to various related topics with a hands-on session to give them a better understanding of the topic. "Redesigning Instagram using figma" was conducted by Ui/Ux Domain and the topics covered were:

- What is Ui/Ux
- Basics of Ui/Ux
- Designing various apps and websites.
- Redesigning Instagram's Ui







GDP'23:

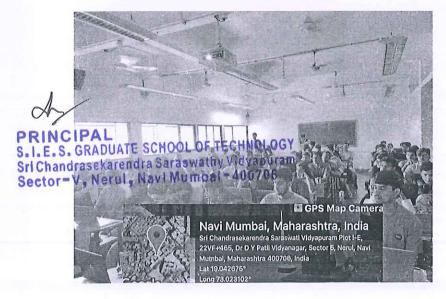
Date: - 3rd January, 2023

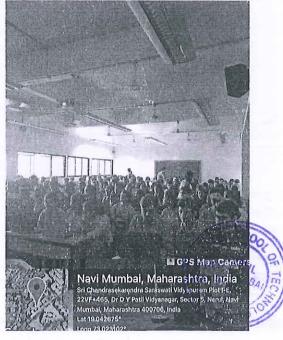
Objective:- The main moto behind conducting GDP is to improve technical skills among young engineers, To gain knowledge about various field in the technical world, To bring a sense of clarity about various technical domains to the students and clear their doubts regarding the same.

Description: This programs aims to cultivate skills and interests of the students in various domains of Technologies i.e. App,Game,Robotics,Web etc. A smaller set of students who have a knack of problem solving and can dedicate their time and effort are trained on their domain of interest and are encouraged to build projects based on what they have learned as an outcome for this program. Two sided learning sessions conducted by respective team members: Informal discussions on various trending topics and resource sharing that will help students to grasp concepts that were taught during the sessions.











Developers Summit'23:

Date: 28th January, 2023

Objective:- he main moto behind conducting Developers Summit is to improve technical skills among young engineers, To gain knowledge about various field in the technical world.

Speakers:

- Aditya Phadnis a Metaverse and UX strategist with LTIMindtree.
- Yasir Shaikh the Founder and CTO of Macksofy Technologies PVT Ltd.
- Jetso Analin the director at KubixSquare and Block Intelligence.

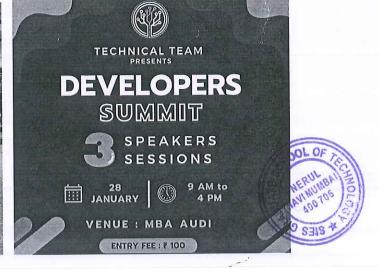
Description: Developer Summit is a series of 3 interactive Sessions by 3 industry expertised Speakers where they share their ideas and experience regarding various Technical fields and aspects which can help young engineers find a way to get started with their own ideas in future.

The event was held in the GST Auditorium.









Bytecamp'23:

Bytecamp'23:

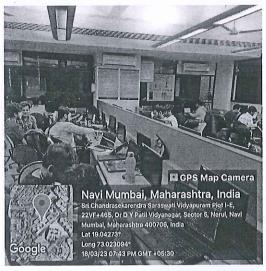
Date: 18th and 19th March, 2023

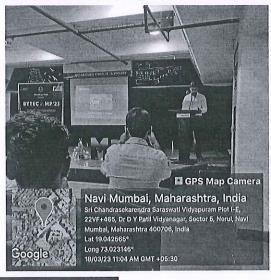
Objective:- To help improve student's real-world problem solving skills since they are given a real world problem centered around a specific technology which helps them learning new things and accordingly build the project in those 24hrs.

Judges:

- Indranil Chandra-Healthcare industry expert and evaluator for GOI.
- Hannan Satopay-Experienced E-learning industry advisor at Tinkercad.

Description: Bytecamp is a non-profit initiative where a team works on solving a problem statement using their programming and hardware skills. A 24-hourlong hackathon where you can brainstorm and create your own solutions. ByteCamp is part of SIES GST's technical extravaganza, which has received overwhelming responses in the last 6 years. ByteCamp aims at providing an environment for all those genius brains which can code or create their imaginations into reality.







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TECHNICAL TEAM PROJECTS:

PORTAL 2.0:

Description: The SIES GST Portal boasts a user-friendly interface, intuitively designed to ensure easy navigation for students of all technical proficiencies. Whether accessing it from a computer or mobile device, students can effortlessly explore and utilize its features. It's 'Notes' feature facilitates seamless interaction between students and knowledge sharing among students.

Staying informed is vital, and the portal ensures that students are always up to date with the latest campus news, events, and announcements. From campus activities and club events, the portal acts as a central information hub.





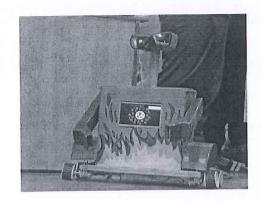
COMPANION:

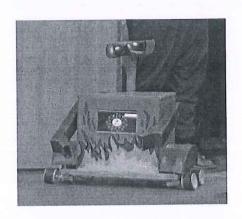
Description: Companion is SIES GST's official students app with user friendly interface that provides students with various features such as notes sharing, allowing students to interact with alumni and other students. It helps students stay upto date with the latest happenings around campus, important announcements and to know about upcoming events and register for them.



MASCOT:

Description: A small robot that was the mascot of robotics team. It was a fully functional robot which could travel the room and could move it's arms. It had the ability to greet people and wave hello. Based on Wall-E, this robot display's the logo of technical team on this screen and can display other stuff too.





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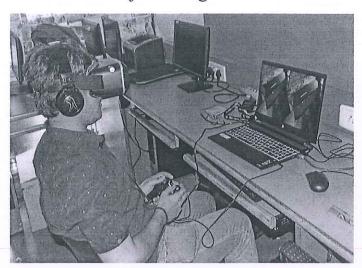
VR GAME:

Project Omega:

Description: Year 2177 Age of Android--

You were playing some games with your friends (as there is no work left on earth becoz everything is done by Robots and AI). Suddenly you got captured by an Unknown AI that is studying on human emotions to futher develop themselves.

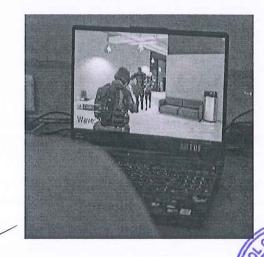
Now your goal is to escape this hell loop before your santiy lefts you. Welcome to Project Omega.



Global Outbreak:

Description: The World is infected with a virus called Omega.2 which turns humans to man eating zombies. The source of the virus was reported to be found in Tokyo Japan. You (Player) are assigned to this mission to infiltrate the city of Tokyo and put an end to this outbreak.





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