



Technical Team of Student Council SIES GST

Event Report

COGNITION '24

Cognition, a technical event, was held on 21st September with a mere objective of creating an inclusive platform where ideas could be shared and collaborations could flourish, foster networking opportunities among professionals and students.

1. **EnEx:** This workshop-and-hackathon event taught students to use Figma efficiently and create friendly UI.
 - Learning outcomes: Learning Figma basics and implementation of basic prototyping.
2. **Vision101:** The Vision101 workshop focused on the intersection of computer vision, machine learning and OpenCV for image processing and analysis.
 - Learning outcomes: Learned to implement face gesture recognition using OpenCV and MediaPipe, object detection using YOLO..
3. **Web Enhanced:** The Web Enhanced hackathon brought together students and tech enthusiasts to reimagine and improve existing websites.
 - Learning Outcomes: Participants individually redesigned real-world websites, enhancing their UX and responsive design skills.
4. **GameJam:** The ultimate game development hackathon 'GameJam' was held for the first time ever in Navi Mumbai with amazing community partners such as PARALLAX, Gamedev.in and IGDC. The participants competed for a prize pool of ₹10,000 and were offered internship opportunities as well!
 - Learning outcomes: A great opportunity for participants to learn about game development and develop new skills.

JUDGES OF THE EVENTS

1. **EnEx:**

Mr. Ritesh Shete: <https://www.linkedin.com/in/ritesh-shete-038416230>

Mr. Shashank Sharma: <https://www.linkedin.com/in/shashank-sharma-95a6b9182>

Mr. Yuvraj Thakur: <https://www.linkedin.com/in/yuvraj-thakur-75793a1a9>

2. **Vision101:**

Mr. Deepanshu Singh: <https://www.linkedin.com/in/deepanshusingh829>

Mr. Varun Sondur:<https://www.linkedin.com/in/varun-sondur-297445181>

3. Web Enhanced:

Miss Bhavika Wani:<https://www.linkedin.com/in/bhavika-wani-3b9139244>

Miss Sanika Patil:<https://www.linkedin.com/in/sanikapatil03>

Mr. Swarup Patil:<https://www.linkedin.com/in/swarup-santosh-patil>

4. GameJam:

Mr. Aryan Sehgal<https://www.linkedin.com/in/aryan-sahgal-ba5ba1250/>

Mr. Rahul Shaw<https://www.linkedin.com/in/darthraol/>

Mr. Richik Bhattacharjee:<https://www.linkedin.com/in/render-richik/>

PHOTOGRAPHS OF THE EVENT



VIDEO OF THE EVENT:

https://drive.google.com/file/d/1uyzeLDsrC3fSiZL9ezZrh_Mu4SusW_rS/view?usp=sharing

Impact Assessment:

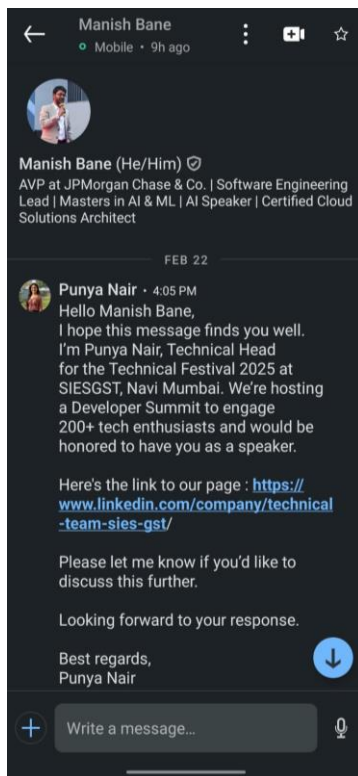
Cognition was held after a considerable interval but student participation was marked by a high level of enthusiasm.

- Gaining immense knowledge about Figma, game development, OpenCV and web development, the participants had themselves upskilled.

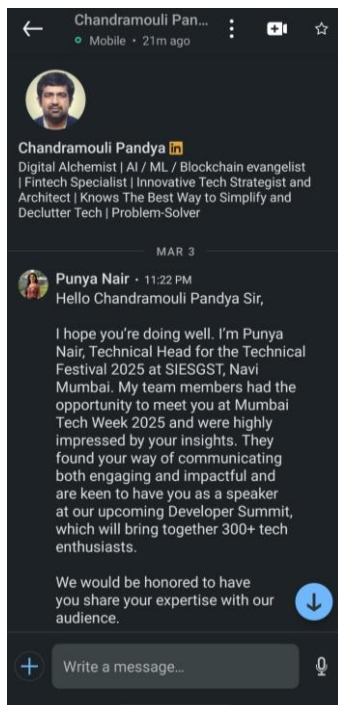


Communication with speakers:

- MANISH BANE:



- CHANDRAMOULI PANDYA SUSHANT KAMBLE



DEVELOPERS SUMMIT 2025

Event Information

Event Type: Speaker Sessions

Event title: DEVELOPERS SUMMIT 2025

Event Date: 16th January, 2025

Day: Saturday

Organized by: TECHNICAL TEAM

Target Audience: Undergraduates

Attachments:

1. Photographs (in JPEG/PNG)
2. Registrations
3. Event Flyer
4. Attendance Record

Objective

The main moto behind conducting Developers Summit is to improve technical skills among young engineers.

To gain knowledge about various field in the technical world.

To bring awareness about various advancement in the field of technology.

To bring a sense of clarity about various technical domains to the students and clear their doubts regarding the same.

Speakers

SPEAKER 1 - Mr. Manish Bane

He is a seasoned Software Engineering Lead and Solutions Architect, specializing in scalable systems and investment banking platforms. With over a decade of experience, he is currently pursuing an M.Tech in AI & ML from BITS Pilani, demonstrating expertise in leadership and global collaboration.

SPEAKER 2 - Mr. Chandramouli

He is a tech industry leader with 20+ years of experience, specializes in FinTech, automation, and compliance. His expertise in AI, blockchain, and Big Data drives innovation and operational efficiency

SPEAKER 3 - Mr. Sushant Kamble

He is an expert in cybersecurity, specializes in Security Research, Bug Hunting, Penetration Testing, and Vulnerability Assessment. With extensive experience, he leads security projects to protect organizations from evolving cyber threats

Event 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 Canteen Area.

Date : 16th March, 2025

Time : From 12pm to 4pm

Schedule:-

12pm - Introduction

12:00pm - 12:45pm

Speaker 1 - Mr. Manish Bane

12:45pm - 1:30pm

Speaker 2 - Mr. Chandramouli

1:30 pm - 2:15pm

Speaker 3 - Mr. Sushant Kamble

Lunch for the speakers and participants was arranged before the session at 12:00 PM, ensuring a smooth and well-organized schedule for the event.

Following the speaker sessions, a panel discussion was conducted with E-Cell investors, as the event was in collaboration with the Ecell's Startup summit.. This discussion provided valuable insights into the intersection of technology, entrepreneurship, and investment, offering participants a deeper understanding of industry trends and opportunities

BYTECAMP '25

EVENT INFORMATION

Event Type: 24 hour hackathon

Event Title: BYTECAMP '25

Event Date: 15TH-16TH MARCH, 2025

Organized for: Engineering Students

Organized by: TECHNICAL TEAM

Target Audience: Undergraduate and Postgraduate Students

Event Publicity





Communication to Students

Mumbai Matrix & Byte Camp 2024-25



Speaker ...2025.jpeg

Bytecamp 2025.jpg

Mumbai M...2025.jpeg



Council in-charge GST



To: BE-IT 2021-22; BE-ME 2021-22; BECE 2021-22; BE-ECS 2021-22;
BE-AIML 2021-22; BE-AIML 2021-22; BE-EXTC 2021-22; TECE 2022-23;
TE-IT 2022-23; TE-EXTC 2022-23; TE-ECS 2022-23; TE-AIDS 2022-23;
TE-AIML 2022-23; TE-IOT 2022-23; BE-IOT 2021-22; SECE 2023- 24;
SE-IOT 2023-24; SE-IT 2023-24; SE-EXTC 2023-24; SE-ECS 2023-24;
SE-AIML 2023-24; SE-AIDS 2023-24; FE-AIML 2024-25; FE-AIDS 2024-25;
FE-IT 2024-25; FE-IOT 2024-25; FE-ECS 2024-25; FE-EXTC 2024-25;
FE-CE 2024-25

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3 attachments (4 MB) Save all to OneDrive - South Indian Education Society Save All Attachments

Mumbai Matrix & Byte Camp 2024-25



Speaker ...2025.jpeg

Bytecamp 2025.jpg

Mumbai M...2025.jpeg

Dear Students,

We are excited to invite you to **Mumbai Matrix 2025**, a prestigious two-day event organized by the **Technical Team SIES GST & E-Cell SIES GST**. This event will feature an exciting 24-hour hackathon, a dynamic startup expo, and an exclusive tech summit.

Dates: 15th & 16th March 2025

Venue: SIES Graduate School of Technology, Navi Mumbai

ByteCamp 2025 – Navi Mumbai’s Biggest 24-Hour Hackathon

ByteCamp 2025 will allow shortlisted teams to work on real-world problem statements revealed on the event day, competing for exciting prizes and recognition. Participants will work in teams to solve challenges across various domains, including Fintech, HealthTech, Sustainability, and Open Innovation.

Startup Expo & Internship Fair

- Startup Expo: Explore groundbreaking startups, network with startup founders and mentors, and gain valuable insights from investors and business leaders.
- Internship Fair: Find exclusive internship opportunities in technology, business, and marketing, and engage in on-the-spot interviews with startup founders.

Mumbai Matrix & Byte Camp 2024-25



Speaker ...2025.jpeg

Bytecamp 2025.jpg

Mumbai M...2025.jpeg

Speaker Summit

- Dive into cutting-edge topics such as AI, Cybersecurity, AR/VR, Blockchain, and more at our Developer Summit.
- Engage with industry leaders in panel discussions about transforming technological ideas into successful businesses.

We are thrilled to invite you to Mumbai Matrix 2025 and encourage you to join us for this exciting event. Don't miss out on the opportunity to explore new tech, network with experts, and participate in challenges!

Register Now: <https://lu.ma/8k9hiph8>

We look forward to your participation in Mumbai Matrix 2025 & ByteCamp 2025!

Regards,

Dr. Smitha S Kumar
Council In-Charge
SIES Graduate School of Technology

Objectives

1. Enhancing Technical Skills and Knowledge

Bytecamp provides students with a hands-on opportunity to apply their theoretical knowledge in solving real-world problems. By participating in this hackathon, students will enhance their technical skills in areas like coding, problem-solving, and software development while learning new technologies, tools, and frameworks relevant to the chosen tracks.

2. Encouraging Innovation and Problem-Solving

The hackathon is centered around the theme 'Mumbai Techverse,' encouraging students to create innovative solutions to the challenges faced by Mumbai. Whether it's environmental issues, financial inclusion, or healthcare access, students will be motivated to think critically and design practical, tech-driven solutions that can have a meaningful impact on the city's development.

3. Fostering Collaboration and Teamwork

Bytecamp promotes collaboration by bringing together students from diverse academic and technical backgrounds. Participants will form teams, combining their strengths and skills to tackle complex problems. This collaborative environment helps students learn how to work effectively in teams, exchange ideas, and improve their communication and leadership skills.

4. Building a Tech Community and Networking Opportunities

The event serves as a platform for students to network with industry experts, mentors, and fellow participants. By interacting with professionals and like-minded peers, students can expand their professional networks, explore potential career opportunities, and gain insights into the tech industry, which can be invaluable for their future careers.

5. Contributing to Mumbai's Technological Ecosystem

Bytecamp aligns with the goal of contributing to the city's technological development by encouraging participants to create solutions that address local challenges in sustainability, finance, healthcare, and urban innovation. This helps students become active contributors to Mumbai's tech ecosystem, making a tangible impact on the city's growth and progress.

6. Promoting Sustainability through Technology

The Sustainability Tech track of Bytecamp challenges students to think

about how technology can help tackle environmental issues in Mumbai. Students will have the opportunity to design solutions focused on sustainable urban development, such as energy conservation, waste management, and climate change mitigation, contributing to the city's long-term ecological health.

7. Advancing Financial Inclusion with Fintech Solutions

Through the Fintech track, Bytecamp encourages students to create solutions that improve financial inclusion in Mumbai. Participants will work on technologies that make financial services more accessible, reduce inequality, and promote financial literacy, helping underserved communities access banking, payments, and financial tools.

8. Improving Healthcare Accessibility with Health Tech

The Health Tech track invites students to develop innovations aimed at solving healthcare-related challenges in Mumbai. Whether it's through telemedicine, affordable diagnostics, or mental health solutions, students will work on projects that can increase access to healthcare and improve the quality of life for Mumbai's residents.

9. Fostering Open Innovation for Diverse Solutions

The Open Innovations track provides students the freedom to explore creative, cross-disciplinary solutions beyond the predefined tracks. It encourages out-of-the-box thinking, allowing participants to work on projects that can impact multiple sectors.

10. Preparing Students for Future Careers and Entrepreneurship

Bytecamp aims to equip students with the skills and experience necessary for thriving in the tech industry. Whether they aspire to work in tech companies, start their own ventures, or pursue further academic studies, the hackathon provides students with real-world experience, problem-solving abilities, and the entrepreneurial mindset needed for success in today's fast-paced tech world.

These objectives reflect Bytecamp's mission to provide an enriching, hands-on learning experience while helping students develop the technical, collaborative, and problem-solving skills needed to drive innovation and contribute to solving real-world problems.

EVENT DESCRIPTION

Bytecamp '25, the highly anticipated 24-hour hackathon, was organized by the Technical Team of SIES GST on March 15th and 16th March, 2025, at the SIES GST campus. This year's edition featured four innovative tracks: **Sustainability Tech, Fintech, Health Tech, and Open Innovation**, each designed to challenge participants to create impactful solutions for pressing global issues. Theme of Bytecamp '25 was **Mumbai Techverse**: solve problems in and around Mumbai. This theme aimed to improve our city in all aspects with new technological advancements. The hackathon received an overwhelming response, with more than **1000 registrations** on Devfolio, where participants submitted abstracts of their proposed solutions. Following a thorough evaluation process, the **top 40 teams** were selected to advance to the in-person hackathon, where they would compete for 24 hours to bring their ideas to life.

The event officially began at **9 AM**, with participants arriving at the campus for registration. After completing the registration process, the teams gathered in the auditorium for the **Inauguration Ceremony**, marking the start of Bytecamp '25. The ceremony was graced by our esteemed Principal, **Dr. K Lakshmi Sudha**, our distinguished Chief Guest, **Shri. Sandeep Dandekar** and our guest of honor **Mr. Harpeet Singh** and **Mr. Deepak Yadhav** who delivered motivating speeches to the participants, encouraging them to push the boundaries of their creativity and technical skills. Their presence set an inspiring tone for the event, and their words resonated with the participants as they prepared for the intense 24-hour challenge ahead.

After the inauguration, participants moved to their assigned labs, where they began organizing themselves and preparing for the start of the hackathon. At **12 PM**, the official countdown began, and Bytecamp '25 was in full swing. The participants immediately delved into coding, brainstorming, and designing solutions for the challenges posed by their respective tracks. The energy in the labs was palpable, as the participants began collaborating with their teams to develop innovative ideas that would address some of today's most crucial issues.

Around **2 PM**, the participants took a well-deserved break for **lunch**, recharging their energy and catching up with fellow coders. This brief respite allowed teams to bond and discuss their progress before diving back into their projects. At **2:45 PM**, the teams returned to their respective labs, refreshed and ready to resume coding. The hours of intense work that followed saw participants pushing their

limits, making strides in their projects and collaborating across different domains to refine their ideas and solutions.

After several hours of coding, the teams took another break for **snacks** to refresh themselves. This provided the perfect opportunity to stretch, grab a quick bite, and regroup before returning to their tasks. Participants were back at it shortly after the snack break, diving back into coding with renewed determination. As the night progressed, the focus remained intense, and the participants worked diligently, with many teams brainstorming and troubleshooting ideas well into the late hours.

At **9 PM**, a substantial **dinner** was served, allowing participants to take a breather, enjoy some food, and prepare for the night ahead. Despite the late hour, the energy in the labs remained high as teams continued coding and refining their solutions, with many participants pushing through their fatigue and remaining focused on their projects. The atmosphere was one of camaraderie and determination, as everyone was working toward one common goal: to create innovative solutions in just 24 hours.

As the night stretched on, participants worked relentlessly, fueled by their passion and the excitement of the challenge. The clock ticked closer to the morning, and despite the exhaustion setting in, teams powered through, with the adrenaline of competition keeping them going. In the early morning hours, at **7 AM**, **breakfast** was served to provide teams with the necessary fuel for the final stretch of the hackathon. The atmosphere remained charged with enthusiasm, as participants entered the last leg of the event, giving it their all to finish strong.

At **12 PM**, the hackathon came to an end. The teams presented their projects to the panel of judges, marking the end of an intense 24-hour coding marathon. The judges began their **first screening round**, evaluating each team's solution based on creativity, technical complexity, and impact. After careful deliberation, the **top 12 teams** were selected based on their performance during the hackathon, moving on to the **final screening round**. The final evaluation was based on the overall quality and potential of the projects presented.

Finally, after a tense but exciting final round of judging, the results were announced. The winners of Bytecamp '25 were celebrated for their ingenuity, hard work, and exceptional skills in tackling the challenges of the hackathon. The winning teams were awarded a **cheque** by the judges and our **Student Council Incharge**, Dr. Smitha Kumar, in recognition of their outstanding achievements. The event concluded with the winners being congratulated, and all participants were acknowledged for their dedication and commitment to making a difference

through technology. Bytecamp '25 proved to be an unforgettable experience for all involved, showcasing the immense talent and passion of the participants, and reinforcing the power of innovation in shaping the future.

Learning Outcomes

Bytecamp '25, held on March 15th and 16th, 2025, featured four tracks: **Sustainability Tech, Fintech, Health Tech, and Open Innovation**. Each track provided participants with unique challenges and opportunities to learn, innovate, and showcase their problem-solving abilities. Below are the detailed learning outcomes for each track:

1. Sustainability Tech

Learning Outcomes:

- **Understanding Sustainability Challenges:** Participants gained deep insights into pressing environmental challenges such as climate change, energy consumption, and waste management. By working on real-world problems, they learned to think critically about the intersection of technology and sustainability.
- **Application of Green Technologies:** Teams explored technologies that promote environmental sustainability, such as renewable energy systems, carbon footprint tracking, and smart grid solutions. They learned how emerging technologies can be leveraged to reduce environmental impact.
- **Problem-Solving for Resource Optimization:** Participants developed solutions to improve resource efficiency, from water conservation to energy optimization. They gained a practical understanding of how technology can play a crucial role in managing limited resources more effectively.
- **Building Scalable and Impactful Solutions:** Throughout the hackathon, participants learned to develop scalable tech solutions that could be implemented in real-world scenarios. They gained experience in building prototypes that not only addressed environmental issues but also had the potential to be scaled globally.

2. Fintech

Learning Outcomes:

- **Understanding the Fintech Landscape:** Participants gained a deeper understanding of the current financial technology landscape, including digital payments, blockchain, cryptocurrency, and digital banking. They learned about the impact of fintech on traditional financial systems.
- **Building Secure Financial Solutions:** Teams developed solutions focusing on security, transparency, and ease of access for financial services. They learned about the complexities of financial transactions, data protection, and regulatory requirements.
- **Creating User-Centric Financial Tools:** Participants developed fintech solutions that prioritized user experience, making financial services more accessible, intuitive, and transparent. They learned the importance of designing solutions that address real-world needs, such as improving financial literacy or providing easy access to banking for underserved populations.
- **Exploring Financial Inclusion:** Teams were challenged to design solutions for financial inclusion, learning about the barriers that prevent underserved populations from accessing banking services. They explored how mobile technology, digital wallets, and microfinancing could help bridge the gap.
- **Collaborating on Real-World Problems:** Participants worked on projects aimed at solving real-life financial problems such as personal finance management, fraud detection, and automated investing. They gained hands-on experience in developing fintech solutions that can make a tangible impact on the economy.

3. Health Tech

Learning Outcomes:

- **Innovating Healthcare Solutions:** Participants learned about the latest innovations in healthcare, including telemedicine, health monitoring, AI-powered diagnostics, and wearable technologies. They explored how these innovations are reshaping the healthcare industry and improving patient care.

- **Designing User-Friendly Health Applications:** Teams developed solutions focused on improving patient experiences, such as apps for mental health support, fitness tracking, or remote consultations. They learned the importance of designing user-friendly interfaces for individuals from different demographics.
- **Understanding Healthcare Data Security and Privacy:** Participants gained insight into the importance of data security and privacy in the healthcare sector.
- **Collaboration Across Disciplines:** By working on health-related projects, participants learned how collaboration between technology developers and healthcare professionals can lead to more effective, patient-centered solutions. They gained an appreciation for the interdisciplinary nature of healthcare innovation.
- **Improving Health Outcomes with Technology:** Teams explored ways to leverage technology to improve health outcomes, such as by creating predictive models for disease outbreaks or developing tools to assist healthcare workers in remote areas. They learned how to integrate technology to address challenges in healthcare access, affordability, and quality.

4. Open Innovation

Learning Outcomes:

- **Creative Problem-Solving:** Open Innovation participants worked on a wide variety of challenges, ranging from social good projects to technological advancements. They learned to think creatively and out-of-the-box, using a diverse set of skills to tackle problems that had no predefined solutions.
- **Building Versatile Solutions:** Teams in this track were encouraged to innovate freely, without being constrained by a specific industry. This taught participants how to approach problems from multiple perspectives, develop adaptable solutions, and innovate across various sectors.
- **Collaboration and Interdisciplinary Approach:** As participants were not limited to one specific area (like health or sustainability), they learned how to collaborate with people from different technical backgrounds,

fostering interdisciplinary thinking. This helped them develop holistic solutions that could potentially address problems across multiple sectors.

- **Implementing Cutting-Edge Technologies:** In the Open Innovation track, teams worked with a wide array of technologies, from machine learning to IoT and blockchain. Participants gained hands-on experience with tools and technologies they might not have explored otherwise, broadening their technical skill set.
- **Scalability and Real-World Impact:** Open Innovation projects were often designed with scalability in mind, teaching participants how to build solutions that could potentially go beyond the hackathon environment and make a real-world impact. This track emphasized the importance of designing for the future, considering factors such as market adoption, user needs, and sustainability.

General Outcomes Across All Tracks:

- **Time Management and Resilience:** Participants learned to manage their time effectively in a high-pressure, time-constrained environment. The 24-hour nature of the hackathon taught them how to stay focused, work collaboratively under pressure, and maintain their stamina to push through to the final stretch.
- **Team Collaboration and Communication:** Working in teams, participants honed their collaboration and communication skills. They learned to leverage each other's strengths, delegate tasks effectively, and provide constructive feedback to ensure their projects succeeded.
- **Problem-Solving and Critical Thinking:** Across all tracks, participants were encouraged to approach challenges analytically and critically. They learned how to break down complex problems into manageable tasks and build solutions that addressed both immediate needs and long-term goals.
- **Prototyping and Presentation Skills:** The hackathon provided valuable experience in creating working prototypes and presenting them effectively to judges and peers. Participants learned how to articulate their ideas clearly, showcase their solutions persuasively, and demonstrate the impact of their innovations.

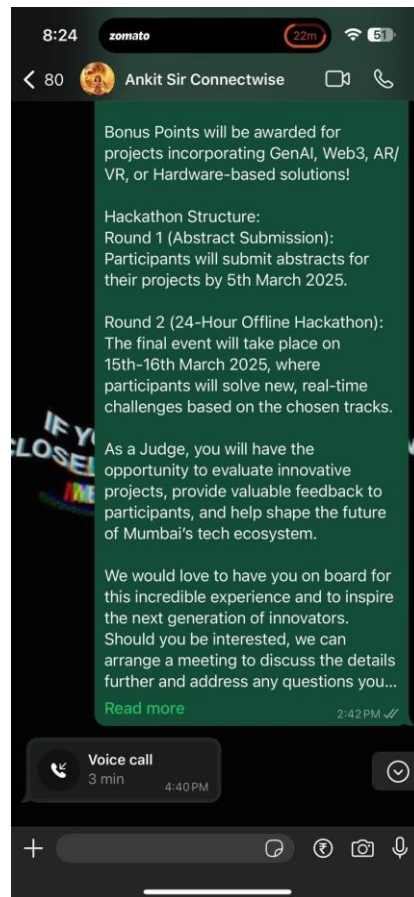
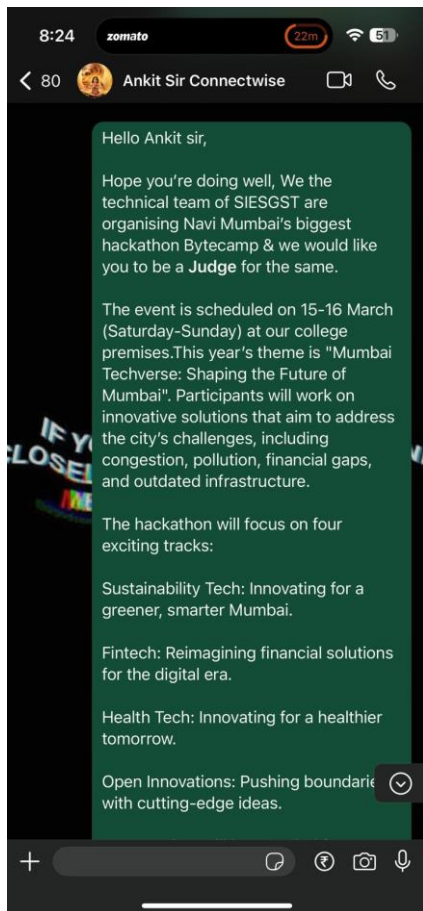
Bytecamp '25 provided a rich learning experience for all participants, enabling them to sharpen their technical skills, broaden their understanding of various

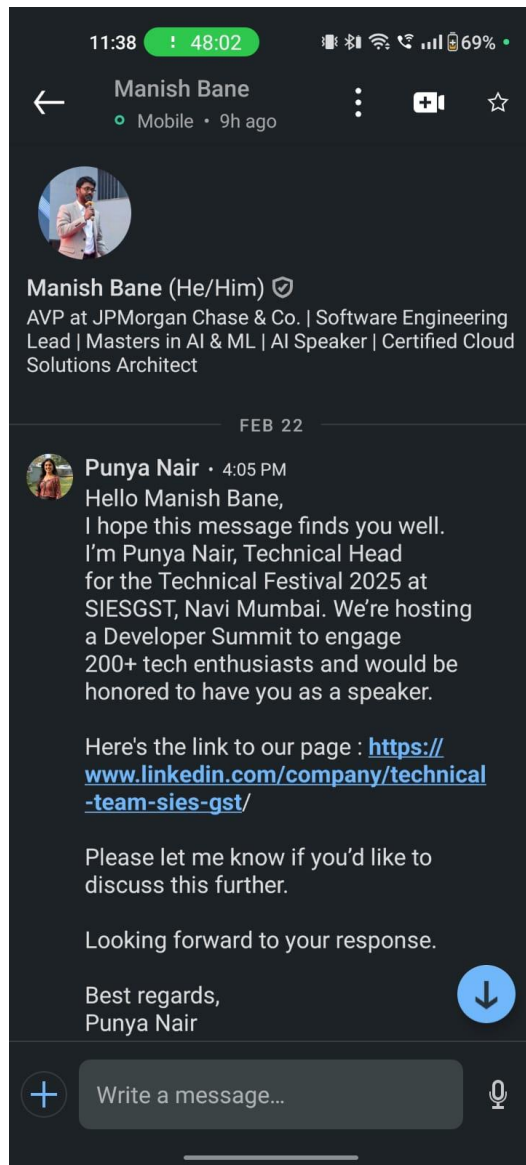
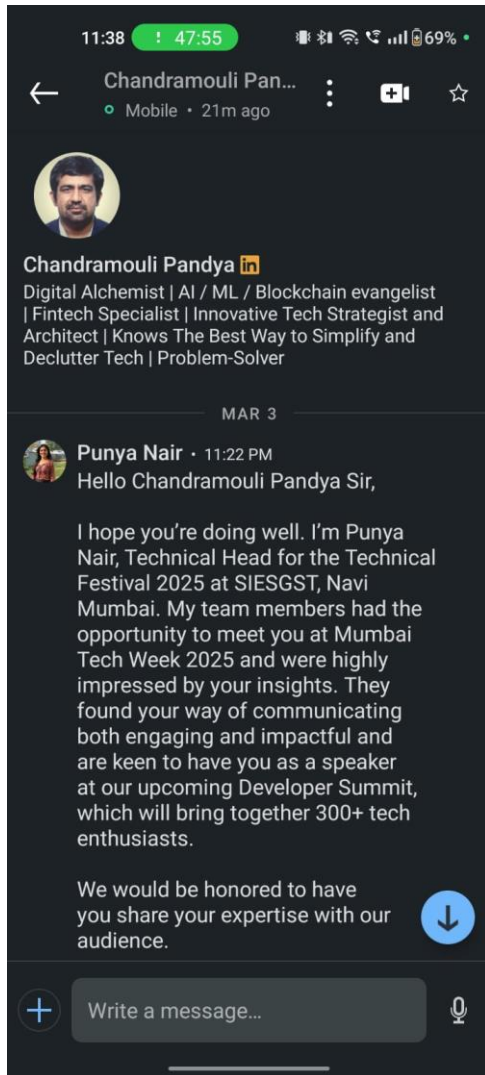
industries, and make meaningful contributions toward solving global challenges.

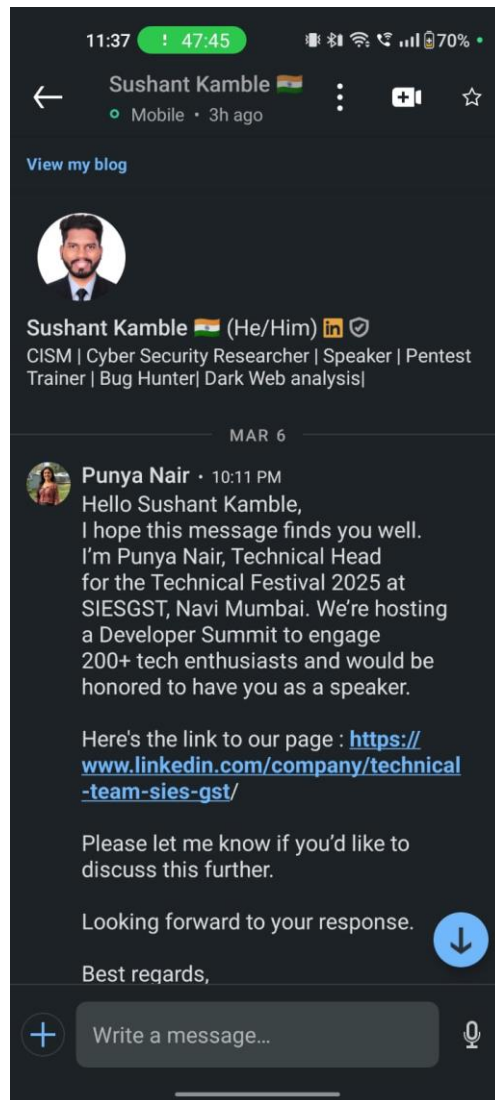
Judges of the Events

1. Mr. Ankit Khemka
https://www.linkedin.com/in/ankit-k-05891b46?utm_source=share&utm_campaign=share_via&utm_content=profile&utm_medium=ios_app
2. Mr. Chandramouli Pandya
https://www.linkedin.com/in/chandramoulipandya?utm_source=share&utm_campaign=share_via&utm_content=profile&utm_medium=ios_app
3. Mr. Manish Bane
https://www.linkedin.com/in/manishbane92?utm_source=share&utm_campaign=share_via&utm_content=profile&utm_medium=ios_app
4. Mr. Sushant Kamble
https://www.linkedin.com/in/iamsushantkamble?utm_source=share&utm_campaign=share_via&utm_content=profile&utm_medium=ios_app

Communication to judges

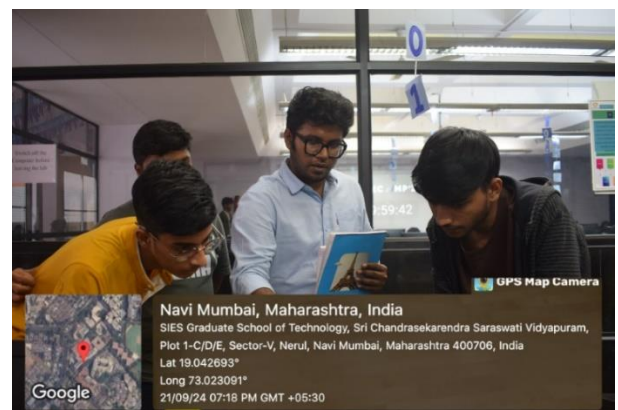






Photographs of the Event





Participants list

| TEAM NO. | TEAM TRACK | TEAM NAME | TEAM MEMBERS |
|----------|------------|---------------------|---------------------|
| TEAM 1 | FINTECH | 404 Brain Not found | Adarsh Pandey |
| | | | Pranjali Sangavekar |
| | | | Harsh Tambade |
| | | | Parth Manoj |
| TEAM 2 | FINTECH | Bitflippers | Dhairya Shukla |
| | | | Sahil Rane |
| | | | ashmit kinariwala |
| | | | Devansh Raulo |
| TEAM 3 | FINTECH | BuildFast | Anuradha Pillai |
| | | | Shakthivel Arumugam |
| | | | Saniya Nande |
| | | | Sidessh More |
| TEAM 4 | FINTECH | CODE BUSTERS | Nikhil Gupta |
| | | | Vivek Chauhan |
| | | | Sunny Gupta |
| | | | Omkar Bandikatte |
| TEAM 5 | FINTECH | Crazy8 | Aditya Nikam |
| | | | Jayesh Patil |
| | | | Vynktesh Mande |
| | | | Aniket Warule |
| TEAM 6 | FINTECH | Debug N Chill | Soham Bhosale |
| | | | Aniket Atole |
| | | | Saur Deshmukh |

| | | | |
|---------|-------------|------------------|---------------------|
| | | | Atharva Deokar |
| TEAM 7 | FINTECH | NEW MONK | Rajveer Rajpurohit |
| | | | Akshat Sawant |
| | | | Aayush Dumbre |
| | | | Harshwardhan Ahire |
| TEAM 8 | FINTECH | Team LedgerSense | Sahil Ambokar |
| | | | Mahesh Salunke |
| | | | Vedant Deshpande |
| | | | vedant Bhosale |
| TEAM 9 | FINTECH | Team UNIQUX | Rushika Poojari |
| | | | Abuzar Hajwane |
| | | | Vivek Sangem |
| | | | Naresh Choudhary |
| TEAM 10 | FINTECH | THE TEEN TITANS | Vansh Pillai |
| | | | Yash Shinde |
| | | | Vedant Bawkar |
| | | | Vignesh Pillai |
| TEAM 1 | HEALTH TECH | GlitchX | Yagyesh Yadav |
| | | | Aman Sharma |
| | | | Lakshya Singh |
| TEAM 2 | HEALTH TECH | Lakshya | Munir Siddiqui |
| | | | Urmi Sawant |
| | | | Harshal Nelge |
| | | | Yash Raikar |
| TEAM 3 | HEALTH TECH | Laznovation | Geetanshu Kshatriya |
| | | | Aryan Pawar |
| | | | ayush hirlekar |
| | | | Dhruv Joysar |
| TEAM 4 | HEALTH TECH | Lunar Coders | Amruta Johare |
| | | | Shambhavi Bhalekar |
| | | | Jovan Fernandes |
| | | | Nethra Nayak |
| TEAM 5 | HEALTH TECH | Neural Nexus | Sri Rumde |
| | | | Aditya Sahu |
| | | | Yash Salunke |
| TEAM 6 | HEALTH TECH | reyanshcollege | Maurya Patel |
| | | | Daksh Jain |
| | | | Vishwesh Nair |
| | | | Harshav Shah |

| | | | |
|---------|-----------------|----------------------|-----------------------|
| TEAM 7 | HEALTH TECH | Scorpions | Divesh Dalvi |
| | | | Rutuja Sawant |
| | | | Bhargav Gajare |
| | | | Nachiket Patil |
| TEAM 8 | HEALTH TECH | Team Cypher | Arjun Krishnan |
| | | | Siddharth Verma |
| | | | Soumyaranjan Maharana |
| | | | Aditya Chouhan |
| TEAM 9 | HEALTH TECH | Tensors | Sujit Mishra |
| | | | SUJAL Dyavanapelli |
| | | | Adarsh Kesharwani |
| | | | Pradyut Das |
| TEAM 10 | HEALTH TECH | The Codefathers | Vrushal More |
| | | | Hendre Smeet |
| | | | AryanTakalkar |
| | | | Shetty |
| TEAM 11 | HEALTH TECH | AREION | Nidhi Tripathi |
| | | | Bhoomi Pandey |
| | | | Pranay Nair |
| | | | Aaditya Dubey |
| TEAM 1 | OPEN INNOVATION | 404_not_found | Dishant Sevak |
| | | | Aman Inamdar |
| TEAM 2 | OPEN INNOVATION | Byte Busters | Venisha Pitchaiya |
| | | | Abbas Ali |
| | | | Taazeen Ansari |
| | | | Daaim Pathan |
| TEAM 3 | OPEN INNOVATION | dataDawgs | Anup Nerurkar |
| | | | Madhav Palav |
| TEAM 4 | OPEN INNOVATION | Grade Diggers | Rohit Singh |
| | | | Sahil Brid |
| | | | Shoaib Shaikh |
| | | | Kshitij Singh |
| TEAM 5 | OPEN INNOVATION | InnovateX | BHAVIKA SINGH |
| | | | Shreya Latke |
| | | | Nandani Singh |
| TEAM 6 | OPEN INNOVATION | Shield without Sword | Yash Chougule |
| | | | Malhar Singh |
| | | | Shubham Bendre |
| TEAM 7 | OPEN INNOVATION | SRRB | Reshal Dahima |

| | | | |
|---------|---------------------|-----------------|----------------------|
| | | | Bhavya Bhanot |
| | | | Rushikesh Deshmukh |
| | | | Sushmita Das |
| TEAM 8 | OPEN INNOVATION | TheNextBigThing | Kaivalya Narvekar |
| | | | Aditi Godse |
| | | | Esha Gond |
| | | | Rudra Malvankar |
| TEAM 9 | OPEN INNOVATION | Exploit | Ashish Maurya |
| TEAM 10 | OPEN INNOVATION | CARPEDIEM | Aniket Dinde |
| | | | Rushikesh Jadhav |
| | | | Prashanth Naidu |
| | | | Saurav Shinde |
| TEAM 1 | SUSTAINABILITY TECH | Code Avengers | Anisha Malore |
| | | | Prachi Nikam |
| | | | Sahil Shivale |
| | | | Aniket Khemnar |
| TEAM 2 | SUSTAINABILITY TECH | CODING GURUS | Aadil Shah |
| | | | Shravani Rasam |
| | | | Darshan Khapekar |
| | | | Pranav Pol |
| TEAM 3 | SUSTAINABILITY TECH | DataDynamos | Omkar Indore |
| | | | Sujal Pagere |
| | | | Sahil Khairnar |
| | | | Pranav Nichit |
| TEAM 4 | SUSTAINABILITY TECH | EcoCoder | Prathmesh Gawade |
| TEAM 5 | SUSTAINABILITY TECH | Heinekens | Vedshri Salunkhe |
| | | | Harsh Patil |
| | | | Mohd Aadil Shaikh |
| TEAM 6 | SUSTAINABILITY TECH | ReactTode | Shrikrushna Patil |
| | | | Ayush More |
| TEAM 7 | SUSTAINABILITY TECH | Santoor Dads | Aditya Koparkar |
| | | | Kshitij Chilate |
| | | | Inesh Banerjee |
| TEAM 8 | SUSTAINABILITY TECH | Silicon Mafia | Heramb Bahe |
| | | | shivam kumar |
| | | | priyanshu kannaujiya |
| TEAM 9 | SUSTAINABILITY TECH | TEAM KIS | Ansh Varma |
| | | | Sahil Kadam |
| | | | Sahil Kavatkar |

| | | | |
|---------|---------------------|--------|-------------------|
| | | | Sachinkumar Gupta |
| TEAM 10 | SUSTAINABILITY TECH | UNIQUX | Saachi Sawant |
| | | | Aditya Mishra |
| | | | Gaurav Patil |
| | | | Chirayu Marathe |

| Winners | | |
|----------------------|----------------|--------------------|
| Keep It Simple (KIS) | Lokmanya Tilak | Ansh Varma |
| | | Sahil Kadam |
| | | Sahil Kavatkar |
| | | Sachinkumar Gupta |
| Neural Nexus | SIESGST | Aditya Sahu |
| | | Sri Rumde |
| | | Yash Salunke |
| Heinekens | LTCE | Mohd. Aadil Shaikh |
| | SIESGST | Harsh Patil |
| | | Vedshri Salunkhe |

Sample Certificate of Attendance:



Impact Assessment:

Impact Assessment of Bytecamp '25

Bytecamp '25, held on March 15th and 16th, 2025, was a 24-hour hackathon organized by the Technical Team of SIES GST. With over 1000 registrations, participants were selected into 40 top teams across four tracks: **Sustainability Tech**, **Fintech**, **Health Tech**, and **Open Innovation**. The event had a significant impact across multiple areas:

1. Innovation and Creativity

Bytecamp '25 provided a platform for participants to develop innovative solutions to real-world problems. The event fostered creativity, especially in the **Open Innovation** track, where teams worked on diverse challenges. Solutions ranged from **green tech** to **fintech** tools aimed at financial inclusion, demonstrating the power of young minds in driving technological innovation.

2. Skill Development

Participants honed technical skills in areas like **AI**, **IoT**, and **blockchain**, and gained practical experience in designing prototypes under time pressure. Additionally, they developed key soft skills like teamwork, communication, and problem-solving, which are essential for success in any tech-driven environment.

3. Cross-Disciplinary Collaboration

Bytecamp encouraged collaboration among participants from diverse academic backgrounds. Teams worked together on complex problems, combining skills from **healthcare**, **finance**, **engineering**, and **environmental science**, which enhanced their ability to tackle challenges from multiple perspectives.

4. Real-World Problem-Solving

Solutions in the **Sustainability Tech**, **Fintech**, and **Health Tech** tracks addressed pressing global issues, such as climate change, financial inclusion, and healthcare accessibility. Many projects demonstrated potential for real-world application, showcasing how technology can make a meaningful impact in various sectors.

5. Entrepreneurial Mindset

The **Open Innovation** track encouraged participants to think beyond academic projects and consider how their solutions could be commercialized. This fostered an entrepreneurial mindset, with many participants expressing interest in turning their prototypes into startups or social enterprises.

6. Networking and Industry Exposure

Participants gained valuable exposure to industry experts, mentors, and potential collaborators. The event also facilitated networking opportunities, helping students establish connections that could lead to internships or career opportunities.

7. Reputation Boost for SIES GST

Bytecamp '25 enhanced the reputation of SIES GST as a hub for innovation and technical excellence. The event showcased the leadership and organizational skills of the **Technical Team**, strengthening the institution's standing in the academic and tech communities.

8. Positive Social Impact

By addressing global challenges such as sustainability, healthcare, and financial inclusion, Bytecamp '25 contributed to making a positive social impact

Conclusion:

Bytecamp '25 was a resounding success, providing a platform for participants to innovate, develop skills, and collaborate on solutions with real-world applications. The event had a lasting impact on participants' personal and professional growth, contributed to solving global challenges, and reinforced the importance of hackathons as vehicles for innovation and social change.