TECHNOVATION
Girls Waterloo

Regional Pitch Event

Sunday, May 25th, 2025

Presented by
University of Waterloo
Women in Computer Science

TABLE OF CONTENTS

ABOUT US

WOMEN IN COMPUTER SCIENCE (WICS)

is dedicated to promoting gender equity in computing by advocating for and supporting women and gender-diverse communities, including transgender, non-binary and gender-fluid students enrolled in computer science and related programs at the University of Waterloo. WiCS offers outreach programs for young girls and gender-diverse youth in Waterloo Region to encourage them to explore technology and coding.

TECHNOVATION GIRLS

is a free, 12+ week program that equips girls and young gender-diverse students ages 8-18 with the skills to become tech entrepreneurs and leaders. With the support of volunteer mentors, students work in teams to code mobile apps or AI solutions that address real-world problems they've identified.

THE WATERLOO CHAPTER

of the Technovation Girls program is run by WiCS and officially supports teams in the junior (ages 13-15) and senior (ages 16-18) divisions. The chapter includes participants from across Southwester Ontario. In the 2025 Season, the Waterloo Chapter hosted a Mini Technovation Hackathon in November, weekly online workshop and monthly working sessions from January to April for Technovation participants aged 8 - 18.

WATERLOO CHAPTER ORGANIZERS

Samantha Jewett
Chapter Ambassador &
WiCS Outreach Coordinator

Katelyn Goodger
WiCS Youth Program
Factiliator (Co-op)

Jo Atlee
WiCS Director &
Chapter Founder

WiCS Events Co-ops
Smridhi Bawa, Shireen
Rajora, Aerin Schmall

OUR COMMUNITY PARTNERS

Google

GHD Digital

SAP

THANK YOU FOR SUPPORTING OUR PROGRAM!

EVENT SCHEDULE

9:30	Registration & Photos	Foyer
10:00	Opening Ceremony	DC 1350
10:30	Pitches & Team Photos	All Rooms
12:00	Lunch & Photo Booth	Foyer
1:00	Beginner Project Gallery	DC 1301
1:30	Keynote Speaker	DC 1350
2:00	Awards Ceremony	DC 1350
2:30	Winning Pitch Presentations	DC 1350
3:00	Closing Remarks	DC 1350

EVENT MAP

DC 1351

Legend

⇨ Exit

Elevator

Washrooms

🟧 Check-In

🟦 Beginner Team Showcase

🟩 Senior Pitching Rooms

🟪 Junior Pitching Rooms

DC 1302

DC 1301

DC 1304

To Ring Road
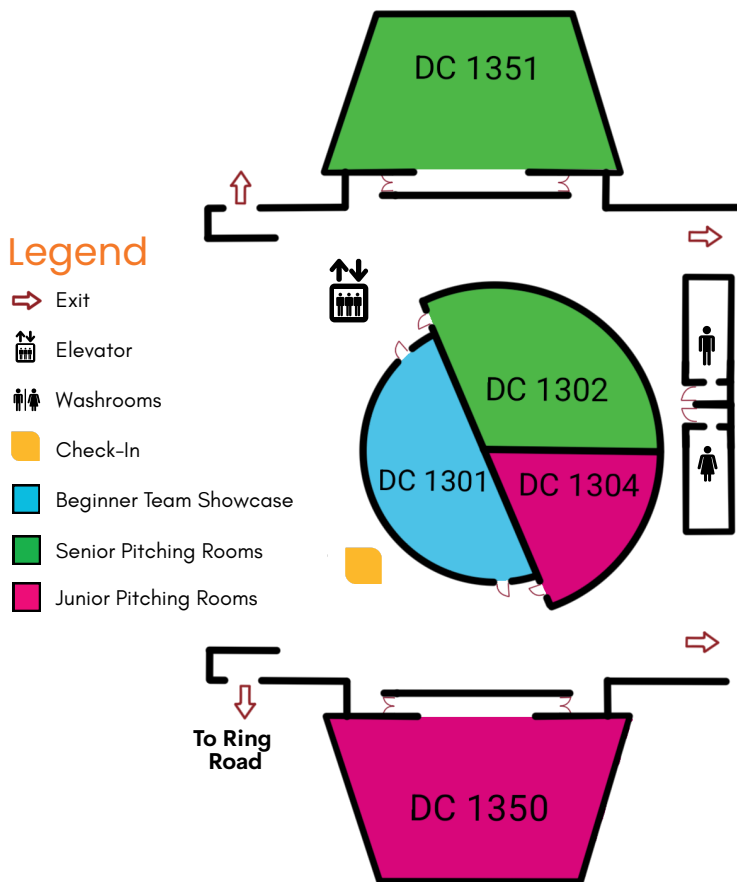
DC 1350

JUNIOR
Heat A – DC 1350
Heat B – DC 1304

SENIOR
Heat A – DC 1351
Heat B – DC 1302

KEYNOTE SPEAKER

CHRISTY LEE

Christy Lee is a co-founder and CEO of PatientCompanion, a digital platform designed to enhance communication between nurses and patients. Inspired by her volunteer work in hospitals and long-term care homes, Christy recognized the need to alleviate the communication challenges in healthcare settings. With a Biomedical Engineering degree from the University of Waterloo, Christy has combined her passion for healthcare and technology. Her professional experience at companies like Amazon and KA Imaging has further honed her expertise, driving her to create innovative solutions that bridge the gap between healthcare and technology.

JUDGES

JUNIOR DIVISION

Bidushi Dhungana
(Sr. Manager, Avanti Software Inc)

Sally Niu
(Project Manager, BrainTrust)

Mairah Hashmi
(Computer Engineering, UWaterloo)

Sri Meghana Yarlagadda
(Honours Math, UWaterloo)

Samantha Fowler
(Disability Inclusion Coordinator, UWaterloo)

Mariel Martinez
(Sr Software Developer, Magnet Forensics)

Sherry Liu
(Computer Science, UWaterloo)

Prisha Sareen
(Honours Math, UWaterloo)

SENIOR DIVISON

Connor Fry Sykora
(CTO, Audesse)

Wendy Zhang
(Computer Science, UWaterloo)

Aakanksha Khandwaha
(MMath Computer Science, UWaterloo)

Yaron Friedman
(Sr Senior Staff Software Engineer, Google)

Samantha McIlveen
(Technical Lead, Magnet Forensics)

Maria Khan
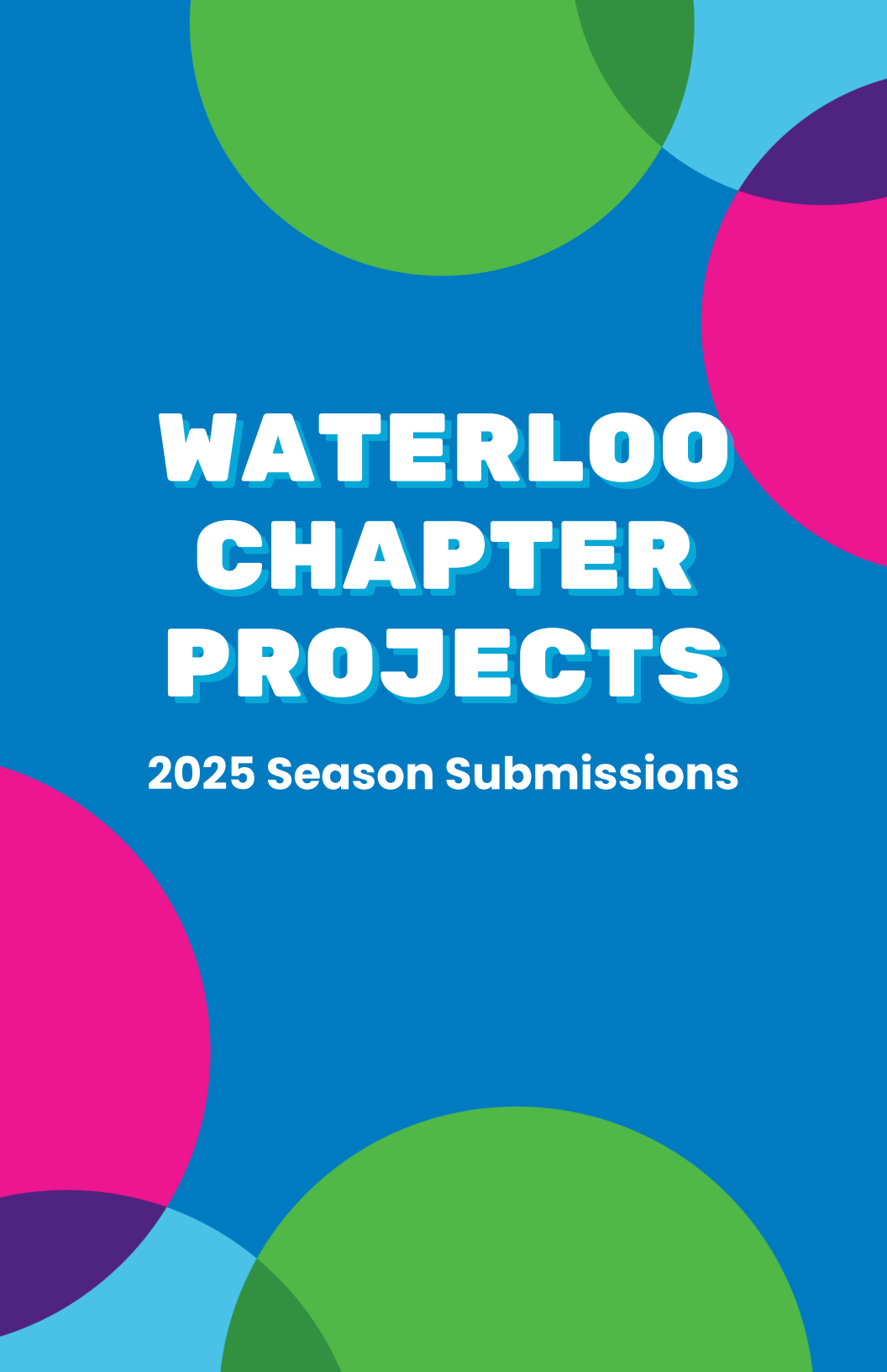(CS/BBA, UWaterloo & WLU)

Joelle Abou Sawan
(Jr Air Engineering Assistant, GHD)

Xiaoyue (Crystal) Zhou
(Computer Science, UWaterloo)

Grace Yin
(CS/BBA, UWaterloo & WLU)

WATERLOO CHAPTER PROJECTS

2025 Season Submissions

BEGINNER DIVISION

Ages 8 - 12

THE MASTERMINDS
BALANCE BEAM
By: Akhila, Nithya, Aishani

Balance Beam is designed to empower senior citizens facing challenges related to memory, mobility, safety, and social connection. This user-friendly app provides medication and appointment reminders, brain-stimulating games, and a one-tap emergency SOS feature with location sharing. Balance Beam promotes independence and well-being for older adults, while also providing peace of mind for their families.


THE SASSY SISTERS
STOCK SAVVY KIDS
By: Cecilia, Noella, Jingtian

According to a TD report, two in three Canadian parents are worried about their children's financial knowledge. 60 percent of parents have made mistakes with finances due to a lack of financial education in their own childhood. To help improve young children's understanding of investments, we created Stock Savvy Kids. It's a fun app that teaches young kids the importance of building a strong skill set to get a job and simulates three types of investments: stocks, bonds, and a savings account.

BEGINNER DIVISION

Ages 8 - 12
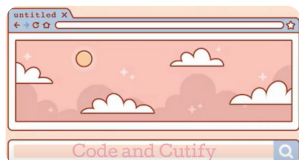
CODE & CUTIFY
SMARTABILITY
By: Hana & Aysima

Smartability is a helpful app designed for kids with dyscalculia, a condition that makes understanding math harder. The app makes learning math fun and easier by turning math problems into simple steps. It's built using Scratch, a special program that lets people create fun games and learning tools. When we were coding there was a friendly guide named Katelyn who helped explain things along the way. Instead of feeling frustrated by numbers, kids can play, learn, and build confidence in math. It starts from preschool to senior kindergarten, because to do it right, you have to start it right! 🔢😃
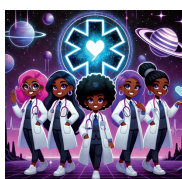
LITTLE GALAXY DOCTORS
LITTLE GALAXY GIRL
By: Yvonne, Cindy, Lenore, Grace, Jasmine

We're solving a common problem—how little we often know about our own bodies. Have you ever been at the doctor's office or just going about your day and suddenly wondered about something like your blood type, only to realize you don't know it? Searching through stacks of health documents can be frustrating and time-consuming. That's where our app comes in. It allows you to register and securely store all your health information in one place. Plus, you'll discover interesting and fun facts about your body, making learning about your health easy, accessible, and even enjoyable.

DIGITAL DIVAS

HAIRLOVE By: Binwie, Lem, Fresty, Abigail, Eden

Hello welcome to HairLove by Digital Divas! Our app is designed to help Black girls and their parents care for and style natural hair. Many struggle with understanding their hair texture, picking the right products, or finding safe, easy hairstyles. HairLove offers tutorials, care tips, and trusted advice to prevent damage and build confidence. With over a billion people of African descent worldwide, this app focuses on a community often left out of mainstream hair care solutions. Whether you're a parent, teen, or just learning, HairLove is here to help you love and care for your hair the right way.

GIRLS4AI
PET SIMULATOR
By: Arya

My project is a pet simulator it is a game where you can choose your pet and dress it up. There is a minigame inside of the game where you can catch food for your pet. The pets you can choose are a chick a bunny a cat and a dog.

A.B.C PRODUCTIONS
DAILYDIET
By: April, Chesney, Bimika

DailyDiet is an app designed to create a personalized diet plan tailored to your specific characteristics, such as your weight, age, height, and health conditions. The app recommends food that you typically enjoy.

JUNIOR DIVISION

GIRLS4TECH
ANIMALIA ENCYCLOPEDIA
By: Anaahat, Saisha, Rishika, Jaein

The app can inform and educate people about the animals in our world and their importance to the environment. We have made it easy to use so that anyone can use it. Our main goal is to motivate more people and help them understand that a single step towards stopping climate change can change the lives of millions of species on our planet!

GENERATION LINKERS
LINKAGE
LinkAge **By: Olivia, Le Anne, Sophie**

According to the World Health Organization, one in three elderly people experience loneliness and isolation, which can negatively affect their mental and physical health. LinkAge combats this by connecting seniors with young adults aged 16–25 who share similar interests. Using AI, it matches users, suggests conversation topics, and offers activity ideas to encourage interaction. Seniors share knowledge and life experiences, while young people gain valuable insights and mentorship. These connections help reduce loneliness and promote mental well-being. By bridging the generation gap, LinkAge fosters meaningful relationships and mutual support, creating a healthier, more connected life for both age groups.

JUNIOR DIVISION

CAT ARENA

FOODLINK By: Catarina

Many people that go to food banks don't have variety and nutrition in the meals they receive. That's why my app is so important. My app is called food link. The main goal of my app is to help people and organizations with excess food find food banks that might be in necessity of a specific food.

SAFE GIRLS

SCHOLARQUEST
By: Vira, Nistha, Joan, Sofia

We help out high school graduates find the right university for them and their course. We also provide them with knowledge about the university, and our mission is for students to find university info in just one app and know which university is best for them.

CLIMATE CHANGERS

By: Mair & Lojayen

My project is about climate change/action. I made this project about climate change because I want to help people when a natural disaster happens.my app is all about helping people when natural disasters happen it tells you where to go, what is your safe place, what you would need and , when it happens and what will happen

DIA-BUDDY

DIA-BUDDY By: Amritha

Dia-Buddy is an app that hopes to allow users to estimate the spike in their blood-glucose level after a meal. This will allow for users to avoid consuming a food or beverage that would increase or decrease their blood glucose levels to an unhealthy level. It asks the user to input their current glucose level, food they plan to consume and amount of servings. Using this data, it calculates the Glycemic Load (GL) of the meal and uses the GL value to estimate the spike in blood glucose levels, outputting this information to the user.

ALCHEMY

FOCUS PAWS

By: Charleen, Kheïla, Loanne, Espérance

Focus Paws is a time and task management app that supports everyday tasks, schoolwork, and professional duties. It uses the classic but effective Pomodoro method. What sets Focus Paws apart from competitors is its motivational approach. As seen among youth, caring for a pet promotes discipline and responsibility. The app incorporates it using a virtual pet to encourage consistent productivity and time management. Gaining coins after completing a task lets the user take care of their pet. Not completing a task puts their pet at risk, the user feels responsible and will complete their tasks so their pet is safe.

JUNIOR DIVISION

Ages 13 - 15

3SH
SAFESPACE
By: Havya, Shanvi, Sofiia, Srivarsha

SAFE SPACE is an app that helps students stay organized and motivated. It offers daily quotes, a journaling feature to note three positive things, and a mood tracker. Students can earn rewards for completing tasks, keeping them productive. The app creates a supportive space for students to feel confident, stay focused on their goals, and find emotional support. With simple features, SAFE SPACE helps students stay motivated and emotionally healthy.

TEAM SOPHIRA

CONTRAHACK By: Sophie & Kira

Nothing is worse than the realization that you have been scammed, especially when you are tricked into giving up personal information or even money. Cybercrime directly affects countless KW citizens every single day. Nowadays, as technology is always changing and improving, cyberattack attempts can be harder to recognize and defend against. So, we decided to use technology to fight technology. Our solution to this common problem is a unique predictive AI Model that tells you if a message you received is a scam as well as how to proceed without getting hacked. It's ContraHack!

JUNIOR DIVISION

CODEJANA
SMARTPARK
By: Aahna & June

SmartPark is an app that connects drivers with available private parking spaces in real time. In cities like Toronto, drivers waste a minimum of 15-20 mins looking for parking while private driveways and business lots sit unused. Our app lets users search, book, and pay for nearby spaces easily, while giving homeowners and businesses a way to earn passive income. Providing features like peer-to-peer booking and customizable add-on services, for drivers it's freedom, for hosts it's income, and for cities it's smarter space usage. With SmartPark, the space you need is already there, you just need to unlock it.

LIFETIME ALLIANCE
WORLDAID
By: Aria, Darasimi, Saanvi, Chloe

Our goal is to make sure that people and communities around the world have equal access to basic needs that we believe every human should have the right to. It will help people who don't have access to certain things, like resources, basic needs, education, and other things that everyone should and deserves to have. WorldAid provides people with the resources that they need, giving aid beyond borders.

PRE-MED POWER

CARE CRUX By: Samanvi

Aspiring medical students often lack personalized guidance, clinical experience, and centralized resources, leaving them overwhelmed and underprepared. Our app addresses this with a comprehensive platform offering personalized planning, GPA tracking, burnout monitoring, application coaching, curated study materials, and a collaborative community. While we're not there yet, we are actively building toward this vision. By streamlining the path from high school to med school, the app empowers students to stay on track, reduce burnout, and access the tools and support they need to succeed—fostering a more prepared, confident, and diverse future healthcare workforce.

ECO_LIFE

ECOMEALS

By: Uddipti, Felicia, Tessa, Shirel

Our app EcoMeals is made to aid adults, young adults, teens, etc, so we can reduce food waste as much as possible. With our app, our plan for the complete project is your are able to: plan meals, find recipes, make recipes, sort the food you have at home (i.e. the pantry food or fridge food stored online for reference) and set reminders with it, and to help make the most of what you have at home to reduce food waste.

JUNIOR DIVISION

MY CAL3NDAR
MY CALENDAR
By: Deeksha

Organization issues affect students in high school and above because they are suddenly facing a large workload with very few organization techniques. This can cause burnout, lowered grades and stress. This is where My Calendar comes in, the aim for this project is UN sdg number four, quality education. We want to give students the tools they need to manage their time more efficiently.
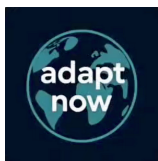
THECHAMPIONS
ADAPT NOW
By: Matilda, Riya, Laura

We are the Champions, and we've come up with an amazing idea to help refugees and immigrants! Our app is designed to make life a little easier for those facing huge challenges, like not having enough money, finding safe places to live, and struggling with communication. With this app, refugees and immigrants can connect to important resources that can help them get a fresh start fresh and build a better future for themselves and their families. By using technology, we're opening up new doors for people to have the opportunity they deserve and live their lives with hope and confidence.

SENIOR DIVISION

Ages 16 - 18

DIGITAL DISCIPLINE
DIGITAL DISCIPLINE
By: Adina & Amshanaa

Digital Discipline is a digital wellness app for teens aged 12–18, created through the Technovation Girls program. It helps users build healthy screen habits using psychology lessons, goal setting, and time management. The app includes game rewards, protects privacy, and involves parents and schools. Unlike basic screen blockers, it teaches teens to manage their time themselves. The app makes money through subscriptions and in-app purchases. At first, the team is focused on building and sharing the app. Later, it will offer more languages and reach more users. The goal is to help teens around the world live healthier digital lives.
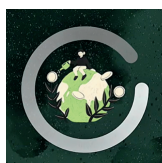
ASHPRI INNOVATIONS
THE ECO RACE
By: Priyanshi & Aishee

The Eco Race is an app designed to inspire eco-friendly habits and reduce our ecological footprint. It features a point-based system where individuals, teams, and schools compete in sustainability challenges. Users earn rewards by completing tasks that promote environmental responsibility, such as recycling, conserving energy, and reducing waste. The app fosters community building and long-term habit formation! By making sustainability engaging and rewarding, The Eco Race empowers users to take small, impactful actions towards a healthier planet, ensuring a brighter future for generations to come.

SENIOR DIVISION

AURELIA
SERENAID
By: Aaima, Nicole, Jana, Nitika, Hareem

SerenAid is a sleep wellness app established in 2025 made for high school teens struggling with sleep deprivation. By using sleep psychology, we offer daily mental health challenges, self-screenings, custom soundscapes, daily tips, resources, and the Serenaid Sleep Journal. These tools allow teens to learn, track, and develop healthier sleep routines, increase their academic performance, and reduce inequalities by making SerenAid a cost-free experience.

PROJECT FISH
KOICARE
By: Abigail

Around 800 million people in the world have medical allergies, which are difficult to manage as pharmaceutical drug allergens commonly have long, hard to remember names. Project Fish provides a clear solution to the challenge of finding allergen-free pharmaceuticals through koiCare. Unique features including a UPC barcode scanner creates easy access to detailed ingredient lists and information on Canadian pharmaceutical products, identifying potential allergens and reducing the risk of allergic reactions. koiCare empowers individuals to make informed, safe choices when selecting medications, and promotes personal well-being through initiatives which raise awareness and support for allergy research and ocean conservation efforts.

PIXELS PALS!
SUSTAIN STYLE
By: Srimayi, Melika, Ridha

Fast fashion fuels excessive consumption, negatively impacting both people and the environment. It leads to exploitative working conditions, puts a strain on mental health, and causes significant damage to our planet. Many individuals lack the motivation, education, and community support to adopt sustainable habits. Sustain Style is a website that tackles these challenges through daily sustainability challenges, habit tracking, educational resources, and a supportive community blog. By gamifying fashion and lifestyle choices, Sustain Style fosters long-term behavioural change, helping users reduce waste, save money, and feel confident in their values—all while contributing to a healthier, more ethical fashion ecosystem.
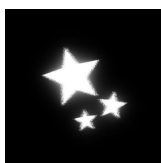
ST4R PROJECTS
SCHOLARLY
By: Saydra & Liyah

Scholarly is a personalized studying assistant to help students in their academic journeys. As high school students ourselves, we know procrastination is one of the main challenges when it comes to completing schoolwork. We created Scholarly to assist students when overcoming this obstacle. With calendars, achievements, and studying guides, we incorporated a motivational and organizational method to combat procrastination. Scholarly is an accessible, personalized, and cost-effective tool that will change the way students learn. Download Scholarly today and become an academic weapon!

SENIOR DIVISION

Ages 16 - 18
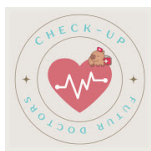
FUTURE DOCTORS
CHECK-UP
By: Lakshmi & Chetna

Check-Up is an innovative and user-friendly, app that is the solution to the hospital crisis. It permits users to get an insight into their health status. By answering questions about their symptoms, the user will be provided with the risks associated with their condition. Beyond general diagnosis, Check-Up offers tips to encourage hygiene and preventive care. The built-in map feature lets users identify the nearest hospitals located in the area and the AI chatbot allows them to ask any health related questions. Whether it is to save time or monitor minor symptoms, Check-Up is the health tool for it all.

CYBER DIVAS
HERPOWER
By: Mambo, Sarah, Clara, Aurbri

Her Power is an app designed to address the lack of accessible female-only sports teams for girls aged 8-18 in the Waterloo region. It provides a platform for girls to create profiles, explore available teams in their chosen sports, and connect with coaches or organizations to learn more and register. The app overcomes barriers such as lack of information, awareness, and intimidation, offering features like "Try a Sport" to encourage exploration of new activities. By fostering a safe, supportive environment, Her Power empowers girls to develop confidence, leadership, and teamwork skills while promoting gender equality and well-being through sport.

WAWA
PSYMED
By: Meryem

Psymed is an app designed to support mental health condition of patients by connecting them to licensed doctors around the world. Doctors will not only be able the keep patients' records on track, but will also be able to access large database of information with trustworthy sources. Patient's information will be kept private and only doctors who are given access will able to view it. Additionally, any medicine need of a patient will be supported by price discounts and delivery to address


SCHOLARSEARCH
SCHOLAR SEARCH
By: Linh

Countless students across Canada dream of a comfortable and bright future, whether that is to pursue a specific career or make a valuable impact. An education is typically required to achieve these goals. In particular, postsecondary education is when students refine their interests and choose their path. Unfortunately, many lack the financial, social, and planning support they need to succeed. ScholarSearch is a mobile application that helps students overcome these challenges. It provides personalized scholarships for funding, a comprehensible dashboard to organize applications, and a supportive platform where students can connect with mentors and other students in the same process.

SENIOR DIVISION
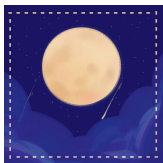
ASTRAL ALLIANCE
WELKIN
By: Alicia

Welkin is a wellness focused cross-platform application designed to support the mental health of the youth and productivity. Combining a journal, to-do list, peer chat system, and music player, it creates a calm digital space for reflection and connection. With integrated Google and Youtube API's and secure account linking, Welkin blends emotional wellbeing with smart tech. Developed in response to student needs, it aims to address educational and workplace burnout and build better learning and selfcare habits. Welkin is so much more than an app, it's a quiet companion for balance, growth, and self guided learning.

2025 SEASON
By the numbers...

Students	Mentors	Judges
85	25	17

Teams
33
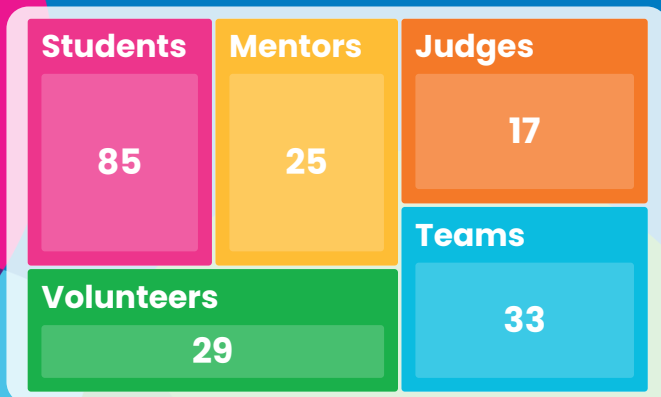
Volunteers
29

25

THANK YOU

- Mentors & Coaches
- Volunteers
- Student Ambassadors
- Speakers
- Parents & Guardians
- & Participants!

for an incredible season!

TECHNOVATION
Girls Waterloo