

Student Teams



Atomus

1. Atomus

Creating the itunes of 3D printing.

Team leader: Joel Joseph, USC Viterbi School of Engineering



2. Beamlink

Beamlink makes small, portable cell towers that can be quickly and cheaply deployed after natural disasters or in rural areas.

Team leader: Arpad Kovesty, USC Viterbi School of Engineering



BLACK SAND
RESEARCH AND DEVELOPMENT

3. Black Sand Research and Development

The M890 FIRE is a general-purpose firefighting artillery munition. It is used for direct air support of wildfire fighting operations.

Team leader: Trey Hunt Cranney, USC Viterbi School of Engineering



4. Bookstack

A platform that allows users to create interactive, multimedia flashcards and learning materials.

Team leader: Andrew Hariri, USC Viterbi School of Engineering



5. dorkaholics.com

dorkaholics is a media company providing news coverage and videos to address the lack of representation for minorities.

Team leader: Neil K. Bui, USC Marshall School of Business



6. Duet

Duet is a micro philanthropic platform that leverages tech to match refugees with donors to rekindle humanity in both giving and receiving.

Team leader: Rhys Richmond, USC Viterbi School of Engineering

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7. eLOQ

eLOQ allows workers to keep dangerous sources of energy locked to prevent accidental injury, even at a distance.

Team leader: Nelson Abreu, USC Iovine and Young Academy



8. FootVision

FootVision empowers diabetics with an inexpensive system to image the soles of their feet and transmit those images to a healthcare team.

Team leader: Mark Swerdlow, Keck School of Medicine of USC



9. iMidas Touch

iMidasTouch is an app that lets people exchange all social media, professional backgrounds, and contact information in one touch.

Team leader: Michael Gurayah, USC Marshall School of Business



10. Infinity Box

A fleet of reusable, collapsible, tech enhanced boxes for knowledge pooling of luxury, fragile, and signature-required items.

Team leader: Donielle Sullivan, USC Iovine and Young Academy



11. Influence Hunter

We believe that influencer marketing is for everyone. We connect our clients to micro-influencers who post in exchange for a free product.

Team leader: Aaron Kozinets, USC Annenberg School for Communication and Journalism

LUMEUM

Welcome to Lumeum Virtual Reality.

12. Lumeum

Pediatric centered assessment tool to prepare fearful children about to undergo an MRI and train them to stay still.

Team leader: Max Orozco, USC Iovine and Young Academy

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13. Microscope

Microscope is an image portal that revolutionizes and accelerates the way biomedical researchers visualize, share, and discover images.

Team leader: John Francis, USC Viterbi School of Engineering



14. Momento

Momento is an experiential platform for VR storytelling that enables users to embed their memories into immersive multi-media experiences.

Team leader: Awu Chen, USC School of Cinematic Arts



15. The Nurtury

The Nurtury is about connecting people to plants they will love and providing the tools to make growing together easy.

Team leader: Ani Chimayan, USC Marshall School of Business



16. Oculaxy

Oculaxy is a platform where everyone can realize and share their fantasy by launching their own AR games attached with economic values.

Team leader: Farzad Salimi Jazi, USC Viterbi School of Engineering



17. Overlooked

Our mission is to build the social news network that ends fake news.

Team leader: Daniel Huynh, USC Annenberg School for Communication and Journalism



18. Project Sunrise

Project Sunrise introduces a novel esports title by merging First-person Shooter and Real-time Strategy into one holistic experience.

Team leader: Ryota (Ike) Dan, USC Viterbi School of Engineering

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19. Prospoly Small Business Consulting

Prospoly links underserved small businesses with affordable business consulting services in a variety of disciplines with recent graduates.

Team leader: Maria Sim, USC Marshall School of Business



20. SwimGuard

SwimGuard: safeguarding what matters most. We use off-the-shelf cameras to monitor swimming pools to quickly identify drowning.

Team leader: Ryan Walton, USC Iovine and Young Academy



21. Tele Assist

The system will provide blind individuals with a way of actually perceiving the environment around them through a pair of "smart eyes."

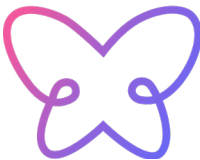
Team leader: Devansh Agarwal, USC Viterbi School of Engineering



22. Thali

Thali is a program that aims to reduce social isolation in older adults by providing a viable community space to enjoy cooking with others.

Team leader: Rahil Khasgiwale, USC Leonard Davis School of Gerontology



23. Trill Project

Trill is a social network that connects users to a safe and supportive community where they can freely express themselves.

Team leader: Ariana Isabel Sokolov, USC Iovine and Young Academy



24. ZIM

ZiM is a social marketplace for personal care that curates product and reviews by hair and skin type.

Team leader: Kristina Williams, USC Iovine and Young Academy