

February 06, 2026

## **CODESTORM 2026 – EVENT REPORT**

### ***36-Hour National Level Hackathon***

#### **1. About the Institution**

Narasimha Reddy Engineering College (NRCM), Hyderabad, through its **Career Development Center (CDC)**, is committed to nurturing innovation, industry readiness, and experiential learning. In alignment with this vision, NRCM successfully organized **CODESTORM 2026**, a **36-Hour National Level Hackathon**, bringing together students, startups, academicians, and industry experts from across the country.

#### **2. Event Overview**

- **Event Name:** CODESTORM 2026 – 36-Hour National Level Hackathon
- **Organized by:** Career Development Center (CDC)
- **Venue:** MT Block Seminar Hall & Hackathon Workspaces, NRCM
- **Dates:** January 31 & February 1, 2026
- **Duration:** 36 Continuous Hours
- **Mode:** Offline (On-Campus)
- **Level:** National

#### **3. Objectives of CODESTORM 2026**

- To promote **innovation and creative problem-solving**
- To expose students to **real-world industry and societal challenges**
- To enhance **coding, design, and product development skills**
- To foster **teamwork, leadership, and communication**
- To strengthen **industry–academia and startup collaboration**
- To improve **student employability and internship readiness**

#### **4. Participation Statistics**

CODESTORM 2026 witnessed large-scale national participation.

- **Total Participants:** 500+
- **Total Teams:** 100+
- **Participating Colleges:** 50+
- **States Represented:** 5

The diversity of participation enhanced competitiveness and collaborative learning.

## 5. Hackathon Themes

Participants developed solutions in the following domains:

- Generative AI & Artificial Intelligence
- Open Innovation
- HealthTech
- AgriTech
- Smart Cities
- Transportation & Mobility

## 6. Inaugural Session & Dignitaries Present

The inaugural session of **CODESTORM 2026** was conducted in the esteemed presence of the college management and academic leadership.

The event was graced by

**Shri. J. Narasimha Reddy, Chairman,**

**Mr. J. Trishul Reddy, Secretary, and**

**Mr. Thrilok Reddy, Treasurer,**

whose continued support and vision greatly encourage innovation and industry-oriented initiatives at NRCM.

The inauguration was held in the presence of **Dr. A. Mohan, Director,** and **Dr. R. Lokanadham, Principal,** along with **Deans, Heads of Departments, faculty members, staff, and students.**

The event was convened by **Dr. G. Ramu, Dean – Career Development Center,** who coordinated and executed the hackathon successfully.

## 7. Chief Guest & Guests of Honour

### Chief Guest

- **Dr. N. B. Lingeswara Reddy**  
Manager – IP & TT, AICTE Innovation Centre, SCRO, Hyderabad

### Guests of Honour

- **Dr. Eedi Hemalatha,** Associate Professor, JNTUH
- **Ms. Beena Parthasarathy,** Managing Director, BeeS Software Solutions Pvt. Ltd.
- **Ms. Hemlata Rathi,** TEDx Speaker & Industry Professional

Their addresses motivated students towards **innovation, entrepreneurship, ethical engineering, and industry readiness.**

## 8. Startup & Industry Participation

CODESTORM 2026 was conducted as a **startup-powered hackathon,** with startups providing **real-world problem statements,** mentoring, and evaluation.

### Startups & Innovation Hubs Participated

- Shaaka
- Prompt Techies
- BeeS Software Solutions Pvt. Ltd.
- ITQ Hub
- Track3D

### Industry Representatives

- Mr. Uday Kiran Bandi – ITQ Hub
- Mr. A. Narendra – CMO, ITQ Hub
- Mr. Vinesh – CBO, ITQ Hub
- Mr. K. Sai Charan – CEO, Shaaka
- Mr. Saahil Zameer Shaik – CEO, Prompt Techies

### 9. Internship & Career Opportunities

- Startups offered **internship opportunities** to top-performing teams
- Students received **direct industry feedback**
- Selected teams were shortlisted for **future mentoring and collaboration**
- The hackathon served as a **talent identification platform**

### 10. Evaluation Process

The evaluation was conducted in **three stages**:

1. Idea Presentation & Feasibility
2. Progress Review & Prototype Validation
3. Final Solution Demonstration & Impact Assessment

Evaluation parameters included innovation, technical depth, relevance, teamwork, and communication.

### 11. Event Schedule

#### Day 1 – January 31, 2026

- Registration & Inauguration
- Hackathon Kick-off
- Coding & Development
- First Evaluation

#### Night Session

- Fun activities & interaction games
- Late-night coding with mentoring

#### Day 2 – February 1, 2026

- Final Coding & Testing
- Final Evaluation
- Valedictory & Prize Distribution

### 12. Fun Activities & Student Engagement

To maintain energy and motivation:

- Tambola (Housie) and interaction games were conducted

#### Tambola Prizes

- Early Five – ₹200
- First / Second / Third Row – ₹200 each
- First Full House – ₹800
- Second Full House – ₹600





# CODESTORM - 2026

The Ultimate 36 Hours Hackathon Challenge



**"BUILD THE FUTURE. BREAK THE LIMITS"**

A high-energy 36-hour non-stop hackathon to unleash creativity, innovation, and real-world problem-solving.

**31-01-2026**

## TRACKS / THEMES (2026 NEW-AGE TRENDS)

- ✓ Generative AI & LLM Applications
- ✓ Robotics, Drones & Autonomous Systems
- ✓ Cybersecurity & Threat Intelligence
- ✓ HealthTech, MedAI & Diagnostics
- ✓ FinTech, Blockchain & Digital Trust
- ✓ Smart Cities, IoT & Edge Computing
- ✓ Green Tech & Energy Optimization
- ✓ Agritech & Rural Innovation
- ✓ Transportation & Logistics (AI-Driven)
- ✓ Open Innovation Challenge (Wildcard Track)

## IMPORTANT DATE

Reporting & Registration:  
31-01-2026 | Before 10:00 AM

On-Spot Challenge Release:  
31-01-2026 | Before 10:00 AM

Hackathon Begins:  
31-01-2026, 10:00 AM

Final Submission Deadline & Demo,  
Results & Awards  
01-02-2026 | 4:00 PM onwards

### FACILITIES PROVIDED

- ✓ High-speed WiFi
- ✓ Food, Snacks & Refreshments
- ✓ 24x7 Technical & Mentoring Support
- ✓ First-aid & security

### TEAM & REGISTRATION

- Team Size: 4-6 members
- Registration Fee: ₹600 per student
- Fee Includes: Event T-Shirt  
Snacks & Food  
Participation Certificate

### Team Formation Rules

- Minimum one female student per team (mandatory)
- Teams may include students from any department
- Inter-college teams allowed
- 10% discount for inter-college teams  
(At least one student must be from NRCM)

Scan & Register



Last Date: 22-01-26

## FACULTY COORDINATORS

Mrs. D. Nikhitha Reddy  
(8125207382)

Mr. G. Praveen Kumar  
(9959732146)

## STUDENTS COORDINATORS

Mr. B. Revanth Kumar  
(6301094610)

Ms. Ch. Manasa  
(6381264042)

## Chief Patrons

Sri. J. Narsimha Reddy - Chairman  
Sri. J. Trishul Reddy - Secretary  
Sri. J. Thirlok Reddy - Treasurer

## Patrons

Dr. A. Mohan Babu - Director  
Dr. R. Lokanadham - Principal

## Convener

Dr. G. Ramu  
Professor, Dean CDC

Website: <https://nrcmec.org/CS2026/>

\* Hackathon Requirement

- Teams must develop the assigned application entirely during the event
- Pre-built or pre-developed solutions are strictly not allowed



**Location:**

Maisammaguda (V), Kompally - 500100, Hyderabad.



**Website**

[www.nrcmec.org/](http://www.nrcmec.org/)



# CODESTORM 2026



The Ultimate 36 Hours Hackathon Challenge  
**Inaugural Speakers**



**Dr. I. N. B. Lingeswara Reddy**  
Manager IP & TT, AICTE Innovation  
Center, SCRO, Hyderabad



**Dr. Eedi Hemalatha**  
Associate Professor  
JNTUH



**Beena Parthasarathy**  
Managing Director  
BeeS Software Solutions Pvt., Ltd.,



**Hemlata Rathi**  
TEDx Speaker



**Mr. Uday kiran bandi**  
ITQ Hub



**K. Sai Charan**  
CEO, Sahaaka



**Saahil Zameer Shaik**  
CEO, Prompt Techies



**Mr. A. Narendra**  
CMO, ITQ Hub



**MR. Vinesh**  
CBO, ITQ Hub

**Jan 31 and Feb 1, 2026**



**Location:**  
Malsammaguda (V), Kompally - 500100, Hyderabad.



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**CAREER  
DEVELOPMENT  
CENTER**



**NARSIMHA REDDY  
ENGINEERING COLLEGE**

**NRCM**

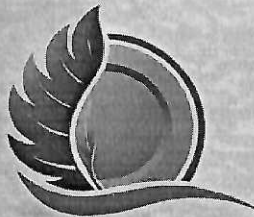
UGC - AUTONOMOUS

# CODESTORM 2026

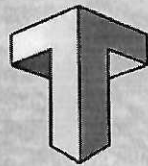
**36 HOURS NATIONAL LEVEL HACKATHON**

— THE ULTIMATE CODING BATTLE —

**Startup-Powered Hackathon  
with Cash Prizes & Internship Opportunities**



**SHAANKA**



**TRACKED**



**PROMPT TECHIES**



**BeeS**



**ITqHub**

Startups bring real problem statements,  
top performers win cash prizes, and  
selected teams get internship opportunities at

**CODESTORM 2026**



**Location:** Maisammaguda (V), Kompally - 500100, Hyderabad.



# CODESTORM 2026 SCHEDULE

## Day 1 – 31st January

TIME	ACTIVITY
9:00 – 10:00 AM	 <b>Registration</b> 
10:00 – 11:00 AM	 <b>Grand Inauguration</b> 
11:00 AM – 12:00 PM	 <b>Team Formation &amp; Idea Validation</b> 
12:00 – 1:30 PM	 <b>Coding Sprint – 1</b> 
1:30 – 2:30 PM	 <b>Lunch Break</b> 
2:30 – 5:30 PM	 <b>Coding Sprint – 2 (Build Phase)</b> 
5:30 – 6:00 PM	 <b>Meme Battle &amp; Tech Quiz</b> 
6:00 – 8:30 PM	 <b>Evaluation &amp; Dinner (Mentor Review)</b> 
8:30 – 9:00 PM	 <b>Dance &amp; Cultural Fun</b> 
9:00 – 9:30 PM	 <b>Tug of War</b> 
9:30 – 10:00 PM	 <b>Tambola (Housie Night)</b> 
10:00 PM – 12:30 AM	 <b>Night Coding Sprint – 3</b> 



**TUG OF WAR**



**TAMBOLA NIGHT** 





























**CAMPFIRE AWAITS...**



# CODESTORM 2026 SCHEDULE

## DAY 2 – 1st February

TIME	ACTIVITY	DESCRIPTION
12:30 – 1:30 AM	 <b>Campfire Night + Acoustic Music</b> 	
1:30 – 2:00 AM	 <b>Storytelling / Open Mic</b> 	
2:00 – 2:30 AM	 <b>Midnight Snacks</b> 	
2:30 – 6:30 AM	 <b>Mega Coding Marathon</b> 	
6:30 – 7:30 AM	 <b>Yoga / Stretching / Fresh-up</b> 	
7:30 – 8:30 AM	 <b>Breakfast</b> 	
8:30 – 10:00 AM	 <b>Morning Coding Sprint – 4</b> 	
10:00 – 12:00 PM	 <b>Evaluation – 2 (Shortlisting Round)</b>  <b>Top teams selection</b>	
12:00 – 1:00 PM	 <b>Final Coding Sprint (Polish &amp; Pitch)</b>  <b>Demo readiness</b>	
1:00 – 2:00 PM	 <b>Lunch Break</b>  <b>Relax</b>	
2:00 – 3:30 PM	 <b>Final Evaluation &amp; Demo (Selected Teams)</b>  <b>Jury assessment</b>	
3:30 – 4:30 PM	 <b>Valedictory &amp; Prize Distribution</b>  <b>Awards &amp; appreciation</b>	
4:30 – 5:00 PM	 <b>Snacks &amp; Networking</b>  <b>Event closure</b>	



**CAMPFIRE NIGHT**



**CODING MARATHON**



**AWARDS & CLOSURE**



# CODESTORM 2026

## ◆ FUN ACTIVITIES ◆

### TAMBOLA

#### ★ CASH PRIZES ★

🏆 Early Five – ₹200

① First Row – ₹200

② Second Row – ₹200

③ Third Row – ₹200

🏠 First Full House – ₹800

🏠 Second Full House – ₹600

## ★ TUG OF WAR ★

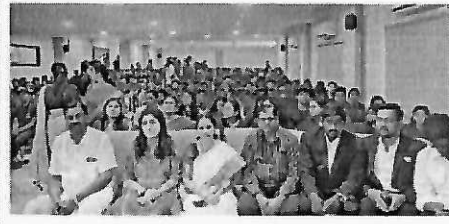
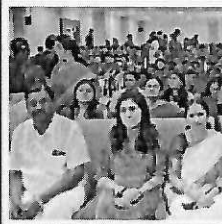
**COME, PARTICIPATE & HAVE FUN!**

📍 **Narasimha Reddy Engineering College**



# CODESTORM - 2026

The Ultimate 36 Hours Hackathon Challenge



## DAY- 1 GLIMPSES



**Location:**  
Maisammaguda (V), Kompally - 500100, Hyderabad.



**Website**  
[www.nrccmec.org/](http://www.nrccmec.org/)



### 13. Prizes & Winners

Based on jury evaluation, the following teams emerged as winners:

- 🏆 **First Prize:** CSO17, CMR College of Engineering & Technology
- 🏆 **Second Prize:** CSG04, Narasimha Reddy Engineering College (NRCM)
- 🏆 **Third Prize:** CSH14, MLR Institute of Technology (MLRIT)

#### Domain Specific Winners:

- **CSG01** – CMR College of Engineering & Technology
- **CSG08** – BVRIT Hyderabad College of Engineering for Women
- **CSO02** – Gokaraju Rangaraju Institute of Engineering & Technology (GRIET)
- **CSH19** – Mufakham Jah College of Engineering & Technology
- **CSH01** – Institute of Aeronautical Engineering (IARE)

Winning teams received **cash prizes, certificates, and internship opportunities.**

### 14. Sustainable Development Goals (SDGs) Mapping

CODESTORM 2026 aligned with the following UN SDGs:

SDG	Description	Contribution
<b>SDG 4</b>	Quality Education	Experiential learning and skill development
<b>SDG 8</b>	Decent Work & Economic Growth	Employability and internship opportunities
<b>SDG 9</b>	Industry, Innovation & Infrastructure	Innovation-driven projects and startups
<b>SDG 11</b>	Sustainable Cities	Smart city and mobility solutions
<b>SDG 3</b>	Good Health & Well-being	HealthTech problem solutions
<b>SDG 2</b>	Zero Hunger	AgriTech innovation

### 15. Program Outcomes (POs) – High Contribution Only (New NBA)

CODESTORM 2026 contributed **HIGHLY** to:

PO No.	Program Outcome	Contribution
<b>PO2</b>	Problem Analysis	Real-world problem identification and analysis
<b>PO3</b>	Design & Development of Solutions	Innovative solution design and implementation
<b>PO5</b>	Modern Tool Usage	Use of modern programming tools and platforms
<b>PO9</b>	Individual & Team Work	Strong teamwork and collaboration
<b>PO10</b>	Communication	Effective presentations and demonstrations

### 16. Outcomes of the Event

- Enhanced **technical and problem-solving skills**
- Improved **industry exposure and employability**
- Encouraged **innovation and startup culture**
- Strengthened **teamwork and communication**
- Increased **national visibility of NRCM**



### 17. Summary

CODESTORM 2026 successfully created a vibrant platform for innovation, industry interaction, and experiential learning. The event significantly supported Outcome-Based Education (OBE) and reinforced NRCM's commitment to producing industry-ready, socially responsible engineers.



**Convenor**



**Principal**