



# THE UNIVERSITY OF WISCONSIN COMPUTER SCIENCE NEST SOFTWARE CONTEST

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## CS NEST 2011-12 Teams

Team Name	Team Members	Project Description
<b>Automated Stock Market Analysis</b>	Dustin Passofaro	A flexible, scalable architecture for writing automated stock trading algorithms that is provably profitable. Also, personal algorithms using the architecture.
<b>Beam Flow</b>	Gustave Granroth	An electric, magnetic, and gravity field physics presentation program, designed for typical introductory physics problems.
<b>Campus Cloud</b>	Andrew Hermus, Toussaint Minett	A website where students can connect with their classmates to find study groups, ask questions, or even sell football tickets using a flexible post creation and viewing system with a simple interface.
<a href="#">Flextory</a>	Christopher Beley	An online inventory system that can be used for a variety of different applications from basic asset tracking to managing your personal book collection. Also has an Android app component.
<b>GoodMate</b>	Ryan Schmukler	A web based roommate management application. Allows for easy splitting and rotation of Chores, Bills, IOUs, Todos and more. Currently has 250 users.
<b>iNerd</b>	Mason Jellings	A simulation utility for the draft format of the Magic trading card game.
<b>Javi</b>	Matt Kirk	A Java API which allows Java programmers to call and control LabVIEW-created programs using only Java code.
<b>Lexegram</b>	Tim McGowan	A web based discovery engine that, through a unique way of structuring data and ensuring constant training, is able to establish and execute semantic search results for web content
<a href="#">Melodious</a>	Luke Miller, Cynthia Qian	A musical improvisational artificial intelligence that can listen and analyze a previously un-heard bass-line and create its own musical accompaniment in real time.
<a href="#">My Student Folder</a>	Justin Moeller, Nathan Moeller	My Student Folder is an online, interactive way to organize your class activities. You can manage your classes by inputting class information such as your homework, test dates, and projects.
<b>Rhythm</b>	TerChrng Ng	An online multiplayer rhythm game in HTML 5.
<b>SwipedIn</b>	Phil Dougherty, Brian Thiel	Mobile app for iOS and Android- Gives business owners the ability to release deals in real time to combat slow periods, gives users inside information to get free/discounted stuff.