INVITATION & PROJECT CATALOGUE

Startup *Reactor*

A pitch session of 24 student startups from Ivan Franko National University of Lviv. You are warmly invited to hear the teams, share your view and meet the founders.

Soundtrack of the forum: **Metallica — Nothing Else Matters**

7 AREAS

B2B & Enterprise Software	2 projects
Consumer Apps & AI Assistants	4 projects
Hardware & Smart Devices	6 projects
Mobility & City Life	3 projects
Sharing, Housing & Trust	6 projects
Hospitality	1 project
Education & Learning	2 projects

DATE	TIME	TEAMS
Wed, 18 November 2026	15:05 – 17:40	24 student startups

You are invited

Dear guest,

We would be delighted to welcome you to **Startup Reactor**, a pitch session where student teams from two faculties of Ivan Franko National University of Lviv present the startups they have been developing this semester.

24 teams will each give a short pitch followed by questions. Some teams are looking for honest expert feedback, others are ready to discuss investment. Your perspective will help every one of them take the next step.

This catalogue describes all participating projects, so you can see before the event which teams you would most like to hear and talk to.

WHEN
Wednesday, 18 November 2026, 15:05

WHERE
Ivan Franko National University of Lviv, Faculty of Electronics and Computer Technologies

Programme

15:05	**Opening remarks** Roman Hladyshevskyi, Rector of Ivan Franko National University of Lviv; Yurii Furhala, Dean of the Faculty of Electronics and Computer Technologies; Ihor Katerniak, course lecturer.
15:30	**Mary Spaeth** Mary Spaeth takes the floor. Teams looking for expert feedback present their projects.
15:45	**Thomas Karlsson** Thomas Karlsson takes the floor. Teams looking for investment present their projects.
17:40	**Joint feedback & closing** Mary Spaeth and Thomas Karlsson share their impressions of the pitches. Group photo, then optional one-to-one conversations with the teams.

> The running order of the teams in each session will be shared closer to the event.

With kind regards,

Yuliana Zimirska
Event coordinator, on behalf of the Startup Reactor organising team

Projects at a glance

24 teams, grouped by area

B2B & ENTERPRISE SOFTWARE 2

01	**Unified Data Hub**	One search across Google Drive, Slack, CRM, email and local files
02	**TacDeploy**	A secure edge platform for delta updates of military systems

CONSUMER APPS & AI ASSISTANTS 4

03	**Smakui**	An AI gastro assistant that finds food by mood and budget
04	**AuraFit**	An AI stylist for hairstyles and outfits that suit you
05	**Dialogym**	A voice simulator for practising difficult conversations
06	**Moggy**	Small city challenges with partner rewards to get people out of apathy

HARDWARE & SMART DEVICES 6

07	**MediFold**	A transforming home medicine organiser with a companion app
08	**AquaMind**	A smart water bottle that tracks drinking and checks water quality
09	**LumiFly**	A silent personal AI drone-flashlight that follows you in the dark
10	**SvitloMem**	Meme- and superhero-style reflective accessories kids actually want to wear
11	**Smart Parking**	Sensor-based monitoring of free parking spaces
12	**Smart Hive**	Sensor-based beehive monitoring that predicts swarming and colony weakness

MOBILITY & CITY LIFE 3

13	**SOS-Zariad**	On-demand mobile DC charging for electric cars
14	**Poputchyk**	Ride-sharing for city and intercity trips
15	**Hidden City Map**	An interactive map of hidden and unusual places in the city

SHARING, HOUSING & TRUST 6

16	**RentMe**	A peer-to-peer platform for renting everyday items
17	**Tool Rental Lockers**	Software for automated parcel-locker style tool rental
18	**ClosetCash**	Sell or donate unwanted clothes from a single photo
19	**HomeMates**	Find a flatmate with a similar budget and habits
20	**RentMate**	Behavioural matchmaking for co-living
21	**Dovira**	A verification network for volunteer fundraisers

HOSPITALITY 1

22	**Zastolky**	A pub with board games

EDUCATION & LEARNING 2

23	**SmartHub**	One customisable dashboard with everything students need for their studies
24	**History Without Myths**	An interactive fact-checking service for Ukrainian history

01

B2B & ENTERPRISE SOFTWARE *working title*

Unified Data Hub

One search across Google Drive, Slack, CRM, email and local files

PROBLEM

Work data is scattered across many systems with no shared classification. Finding a document takes time, files get lost and people keep asking colleagues where things are.

SOLUTION

An online platform that connects information systems and local files, tags content automatically and lets the user find everything in one interface, without storing copies of the original data.

WHO IT'S FOR

Project managers, analysts and team leads who work with several information systems every day.

BUSINESS MODEL

Freemium (search across three connected systems) plus personal and corporate SaaS plans. The corporate plan adds SSO, audit logs and an on-premise mode.

VALIDATION & STATUS

3 interviews with a prototype demo: all three named scattered data as a real problem, two were ready to try the product. Next step: an MVP tested with real teams.

TEAM Nazarii Dovhan (FEI-46)

NO. 01

02

B2B & ENTERPRISE SOFTWARE

TacDeploy

A secure edge platform for delta updates of military systems

PROBLEM

Tactical devices and drones need software updates under heavy electronic warfare and unstable front-line connectivity. Today this often means risky trips by engineers with flash drives and cables.

SOLUTION

Delta updates with SHA-256 integrity checks and automatic pause, A/B memory partitioning so devices never stop working, offline peer-to-peer patch sharing between devices, and Tamper Wipe that erases secret keys if a device is physically captured.

WHO IT'S FOR

Military IT units, drone technicians and defence-tech developers.

BUSINESS MODEL

On-premise licences for government bodies and a recurring subscription per connected edge agent for weapons manufacturers.

TEAM Kostiantyn Redchenko, Ihor Hileta, Oleksandr Drabyk, Andrii Maryniak, Taras Kvasnytsia

NO. 02

03

CONSUMER APPS & AI ASSISTANTS

Smakui

An AI gastro assistant that finds food by mood and budget

PROBLEM

Choosing where to eat takes city residents up to 30 minutes, because menus, prices and reviews are scattered across sources.

SOLUTION

One natural-language request, typed or spoken, such as “something meaty and a sweet non-alcoholic cocktail under 500 UAH”. The app analyses menus, current prices and dish-level reviews and returns three ready combinations of dish, drink and venue, with total price, distance, opening status and a short reason for each.

WHO IT'S FOR

City residents aged 18–35 who eat out 2–4 times a week.

VALIDATION & STATUS

Validated improvements: a saved dietary and allergen profile, real-time venue availability and transparent AI reasoning with price-update timestamps.

TEAM Maksym Okhrimenko (team lead, full-stack), Danil Halenko (frontend), Maksym Tutyk (mobile UI/UX), Oleksandr Kalahurka (AI/ML)

NO. 03

04

CONSUMER APPS & AI ASSISTANTS

AuraFit

An AI stylist for hairstyles and outfits that suit you

PROBLEM

People spend too much time looking for clothes that actually suit them, and online purchases often turn out to be a mistake.

SOLUTION

A mobile app with an AI stylist that picks hairstyles and outfits for the user’s colour type, proportions and face shape. Users digitise their wardrobe, build looks from what they own, publish generated looks and order recommended items.

WHO IT'S FOR

People who shop for clothes online and want personal styling help.

BUSINESS MODEL

AuraFit Pro subscription for advanced AI features, affiliate commissions from marketplaces and brands, and ads for local salons and brands. The MVP builds on ready computer-vision and generative AI APIs.

TEAM Viktor Nikitov, Solomiia Kuprysiuk, Viktoriia Mykhalchuk, Bozhena Martyniak, Sofiia-Mariia Pavlyk

NO. 04

05

CONSUMER APPS & AI ASSISTANTS

Dialogym

A voice simulator for practising difficult conversations

PROBLEM

People put off hard conversations such as asking for a raise or a job interview, and get lost after the first objection. They usually know what to say, but are not ready for how the other person will react.

SOLUTION

The user picks a situation or describes their own and talks by voice to an AI character with its own goals, which does not agree right away. Afterwards the app shows what went well, where the user lost ground and what to say better. Conversations can be repeated, including in English for IT job interviews.

WHO IT'S FOR

Students and young specialists, university career centres and companies that train new managers.

VALIDATION & STATUS

Insight from interviews with potential users: the gap is preparation for the other side's reaction, not knowing what to say.

TEAM Mykhailo Kolikov, Vasyl Hlova (FES-41)

NO. 05

06

CONSUMER APPS & AI ASSISTANTS

Moggy

Small city challenges with partner rewards to get people out of apathy

PROBLEM

Stress, burnout and social fatigue leave more people stuck at home in apathy. They lack a simple reason to take the first step outside, and therapy is often expensive or uncomfortable.

SOLUTION

A mobile app that removes the burden of choosing what to do by offering a ready, simple task in the city, such as a walk to a café, with a pleasant reward like a free coffee or dessert from a partner venue.

WHO IT'S FOR

People who feel apathy or burnout; local cafés, bookshops, galleries and cultural spaces as partners.

BUSINESS MODEL

Free for users. Partner venues pay only for confirmed visits and get new visitors in quieter hours.

TEAM Stepan Bautin, Olha Hupaliuk, Yurii Lytvyn, Viktoriia Donchenko (FEI-46)

NO. 06

07

HARDWARE & SMART DEVICES

MediFold

A transforming home medicine organiser with a companion app

PROBLEM

Most homes store medicine chaotically. When it is needed urgently, the blister is empty or expired; people buy the same drugs twice and miss prescribed doses. No existing product links physical storage with digital tracking.

SOLUTION

A folding organiser with sections by symptom, a removable module for prescription drugs and deep drawers, connected to a phone app through NFC.

WHO IT'S FOR

Parents aged 28–45 who look after the family medicine cabinet and need to find the right, non-expired remedy within a minute.

BUSINESS MODEL

Organiser sales, a freemium “Family Cabinet” subscription and commission from partner pharmacies for orders made in the app. Contract manufacturing; a cardboard and NFC-sticker prototype keeps testing cheap.

VALIDATION & STATUS

Need is being validated through interviews with potential users.

TEAM Romana Mutsak, Yuliana Zimirska (FEI-42)

NO. 07

08

HARDWARE & SMART DEVICES

AquaMind

A smart water bottle that tracks drinking and checks water quality

PROBLEM

During long, focused work or study people forget to drink until they feel thirsty or tired. Manual tracking apps get abandoned, and ordinary bottles give no data or quality check.

SOLUTION

A bottle with sensors that count intake automatically, a soft light reminder on the desk that does not interrupt work, a simple “clean / OK” water safety status and an app with verified water sources on the go.

WHO IT'S FOR

Students and professionals with long periods of intense focus.

BUSINESS MODEL

One-time device purchase with no mandatory paid consumables. Device plus app in one ecosystem instead of several gadgets.

VALIDATION & STATUS

Customer development interviews confirmed the need for zero-friction tracking. Willingness to pay: about UAH 1,600–2,700 for the device.

TEAM Volodymyr Trofymov, Bohdan Marchuk, Maksym Murtazin (FEI-42)

NO. 08

09

HARDWARE & SMART DEVICES

LumiFly

A silent personal AI drone-flashlight that follows you in the dark

PROBLEM

Poorly lit streets, yards and parks make moving around at night inconvenient and unsafe.

SOLUTION

An autonomous drone-light that follows the user automatically and lights the way, so there is no need to hold a torch or phone. It uses AI, obstacle sensors, LED lighting and a mobile app, with an emergency SOS signal.

WHO IT'S FOR

Students, people working late shifts, dog owners, runners and anyone who often moves around in the dark.

VALIDATION & STATUS

Interviews confirmed interest, especially in auto-follow, lighting and SOS. One respondent was ready to pay $130–160. Next: a physical prototype to test noise, battery life, flight safety and cost.

TEAM Valeriia Krasnikova, Rostyslav Stan, Volodymyr Prokofiev, Zakhar Derzho, Rostyslav Yamborko (FEI-45)

NO. 09

10

HARDWARE & SMART DEVICES

SvitloMem

Meme- and superhero-style reflective accessories kids actually want to wear

PROBLEM

In autumn and winter children walk to school in the dark, but they refuse to wear classic reflectors because they look childish. The problem is design and motivation, not technology.

SOLUTION

Reflective stickers, patches and keychains in meme and superhero designs, plus custom badges and keychains with the buyer’s own design.

WHO IT'S FOR

Schoolchildren aged 6–18 who choose what they wear, and their parents who buy and worry about safety.

BUSINESS MODEL

Low-cost reflective film and printing allow an impulse price; custom designs sell at a higher price. Schools are an extra sales channel. Original designs only, to avoid copyright risk.

VALIDATION & STATUS

Interviews with 20 schoolchildren: only two could not say whether they would wear it. Users asked for a glow-in-the-dark effect; a school principal liked custom designs.

TEAM Vitalii Vasiuk, Roman Nenchuk, Dmytro Khoptii (FEI-42)

NO. 10

11

HARDWARE & SMART DEVICES

Smart Parking

Sensor-based monitoring of free parking spaces

PROBLEM

In busy city centres drivers waste time and fuel circling for a space, while parking owners deal with chaos at entrances and unhappy customers.

SOLUTION

Affordable sensors and simple software integration that show free spaces to drivers and give owners analytics on driver flow, from basic counters with displays to full analytics for multi-level car parks.

WHO IT'S FOR

Owners of parking at shopping malls, business centres and residential complexes, and their drivers.

BUSINESS MODEL

Hardware installation plus a subscription for advanced features, with electronics makers and installers as partners.

TEAM Dariia Ivanova (FEI-44), Denys Lahoida (FEI-46), Anastasiia Loskutova, Serhii Novak, Yan Pekarskyi (FEI-43)

NO. 11

12

HARDWARE & SMART DEVICES

Smart Hive

Sensor-based beehive monitoring that predicts swarming and colony weakness

PROBLEM

Beekeepers have to inspect hives and travel to the apiary often, and still risk losing swarms when early signs of swarming or colony weakness go unnoticed.

SOLUTION

Sensors in the hives and predictive software detect early signs of swarming or colony weakness. The system alerts the beekeeper which hives need attention and recommends next steps.

WHO IT'S FOR

Beekeepers who want fewer unnecessary inspections and apiary trips.

TEAM Arsen Monets, Yuriy Marchak, Valeriy Kozak

NO. 12

13

MOBILITY & CITY LIFE

SOS-Zariad

On-demand mobile DC charging for electric cars

PROBLEM

EV numbers grow faster than charging infrastructure, which also depends on a stable grid. Blackouts, traffic and cold leave drivers with a dead car that cannot be towed without risk to the battery.

SOLUTION

The driver calls a mobile crew with a DC charger through the app and gets range right where they stopped.

WHO IT'S FOR

EV drivers, taxi fleets and corporate fleets.

BUSINESS MODEL

One-off SOS package, subscription, corporate plans for taxi fleets and scheduled visits.

VALIDATION & STATUS

Compared with a flatbed tow (UAH 2,000–3,500 and 1–2 hours of waiting): arrival in 15–25 minutes, +25–30 km in 10–15 minutes, 30–50% cheaper.

TEAM Oleksii Trenin, Artur Levytskyi, Maksym Dyda

NO. 13

14

MOBILITY & CITY LIFE

Poputchyk

Ride-sharing for city and intercity trips

PROBLEM

Convenient tickets and routes are often unavailable and taxis are expensive, while drivers travel with empty seats and pay for all the fuel.

SOLUTION

A web platform that matches drivers and passengers by route and time, with exact pick-up points on a map, ratings, reviews, verification and a built-in chat.

WHO IT'S FOR

Drivers already making a trip and passengers going the same way; both are customers.

BUSINESS MODEL

Commission per ride (hypothesis), with a possible premium subscription and partnerships.

TEAM Volodymyr Kurtseba (founder and product lead)

NO. 14

15

MOBILITY & CITY LIFE *working title*

Hidden City Map

An interactive map of hidden and unusual places in the city

PROBLEM

People want new experiences, but information about interesting, little-known places is scattered across many sources.

SOLUTION

One platform to find unusual locations, build routes and share your own finds, with game elements that motivate people to explore the city.

WHO IT'S FOR

City residents and visitors who want to explore.

BUSINESS MODEL

Low launch cost thanks to geolocation and user-generated content. Later: premium routes and partnerships with local businesses.

TEAM Sofiia Stanovska, Bohdan Demchuk, Myroslav Zizyn, Svitlana Turych

NO. 15

16

SHARING, HOUSING & TRUST

RentMe

A peer-to-peer platform for renting everyday items

PROBLEM

People often need an item for a day or two, such as a projector or a drill, but buying it is expensive and it then takes up space. Meanwhile many owned items sit unused.

SOLUTION

A marketplace with search by category and location, availability calendar, booking, secure payment, deposits, ratings, reviews and verified profiles. Example: a projector costs about UAH 10,000 to buy and about UAH 500 to rent for a day.

WHO IT'S FOR

People who need items short-term, and owners who want income from things they rarely use.

TEAM Khrystyna Smakula, Diana Komarchuk, Kateryna Zhuk, Yuliana Shymoniak

NO. 16

17

SHARING, HOUSING & TRUST *working title*

Tool Rental Lockers

Software for automated parcel-locker style tool rental

PROBLEM

Most people need tools only a few times a year. Buying them is unprofitable, and rental shops have limited hours and take time to visit.

SOLUTION

The user finds a tool, books and pays online and picks it up from a locker near home at any time, with no staff involved.

WHO IT'S FOR

Households doing repairs and small jobs; tool shops and manufacturers as partners earning from rentals.

BUSINESS MODEL

Hourly and daily rental fees. Lockers near residential complexes and shopping centres; builds on existing locker, payment and booking technology.

TEAM Roman Mirka, Vladyslav Kapitula, Nestor Kuleba, Mykhailo Huk, Bohdan Husak

NO. 17

18

SHARING, HOUSING & TRUST

ClosetCash

Sell or donate unwanted clothes from a single photo

PROBLEM

Many people throw away clothes they no longer wear, while others and charities need them.

SOLUTION

A mobile app where AI values an item and creates a listing from a photo, so it can be sold quickly or given away for free. Charities and people in need post requests that users can answer.

WHO IT'S FOR

People clearing their wardrobe, buyers of second-hand clothes and charities.

BUSINESS MODEL

5–10% commission on sales, paid features or subscriptions. The charity section stays free.

TEAM Liliana Blashchuk (FEI-42), Dariia Drabych (FEI-42), Diana Tsiurpita (FEI-44)

NO. 18

19

SHARING, HOUSING & TRUST

HomeMates

Find a flatmate with a similar budget and habits

PROBLEM

Rising rents make it hard for students and young people to pay for a flat alone, and searching in social media groups does not guarantee compatible flatmates.

SOLUTION

A mobile app that matches people by budget, daily habits and housing expectations to share costs and avoid conflicts.

WHO IT'S FOR

Students and young people looking for housing who want to cut rent costs.

BUSINESS MODEL

In-app ads plus a paid subscription that removes ads. The first version can be built with React Native.

TEAM Vitalii Hohol, Maksym Nevmerzhytskyi

NO. 19

20

SHARING, HOUSING & TRUST

RentMate

Behavioural matchmaking for co-living

PROBLEM

Co-living is a financial necessity for students and young professionals, but incompatible daily habits lead to conflicts, stress and broken leases.

SOLUTION

Users complete a lifestyle questionnaire on sleep schedules, cleanliness and social habits. An algorithm calculates a Compatibility Score and filters out mismatches before a meeting. The platform raises awkward questions upfront and generates a mutual Co-living Agreement.

WHO IT'S FOR

Students and young professionals looking for flatmates.

TEAM Arsen Demianchuk

NO. 20

21

SHARING, HOUSING & TRUST

Dovira

A verification network for volunteer fundraisers

PROBLEM

Donors seeing a fundraiser on social media cannot quickly tell whether it is genuine.

SOLUTION

Checks of the organiser’s identity (Diia / BankID), money flow from the bank statement, past reports and vouching from people the donor trusts. The result is a trust index, a badge for posts and a Telegram bot that answers “is this fundraiser verified?”. Donors see the outcome after a fundraiser closes.

WHO IT'S FOR

Donors (free); volunteers, foundations and businesses (paid).

BUSINESS MODEL

Verified organisers pay for the badge, automatic reporting and integrations.

VALIDATION & STATUS

Interactive mobile prototype (10 screens) and 4 interviews with donors. Key finding: people trust people and reports more than numbers.

TEAM Viktoriia Kamarenko, Evelina Kozak, Anastasiia Yanyshyn

NO. 21

22

HOSPITALITY

Zastolky

A pub with board games

PROBLEM

Regular pubs are mostly about food and drinks, while board-game clubs feel formal and rarely offer a real bar culture.

SOLUTION

A venue that combines a classic pub (craft beer, snacks, atmosphere) with board games that work as natural ice-breakers for large and small groups. No such venue currently operates in Lviv or other Ukrainian cities, according to the team.

WHO IT'S FOR

Groups of friends looking for live, screen-free socialising.

BUSINESS MODEL

Longer stays raise drink and snack sales per evening. Weekend deposits, protected game sets, tournaments and community events address game wear and slow table turnover.

TEAM Vladyslav Savchuk, Volodymyr Panchyshyn, Sofiia Muliavko, Bohdan Peliak, Yelyzaveta Aksionova

NO. 22

23

EDUCATION & LEARNING

SmartHub

One customisable dashboard with everything students need for their studies

PROBLEM

Keeping an academic group informed puts a heavy load on the group leader and on the students themselves.

SOLUTION

A project by students, for students: all study-related information is gathered on one dashboard, which each student can arrange to fit their own needs.

WHO IT'S FOR

Students and group leaders of university academic groups.

TEAM Yurii Mazur, Orest Kravtsiv

NO. 23

24

EDUCATION & LEARNING

History Without Myths

An interactive fact-checking service for Ukrainian history

PROBLEM

During the war and the fight against propaganda, society wants to rethink Ukrainian history, drop Soviet stereotypes and debunk distorted narratives. Most adults rely on outdated or simplified school knowledge, while social media is full of manipulative content and contradictory interpretations.

SOLUTION

An interactive web service for adults to check historical facts, debunk common myths and learn about little-known Ukrainian and local historical figures. Short, structured answers with direct links to primary sources, plus an AI chat for specific questions.

WHO IT'S FOR

Adults who want quick, reliable answers and arguments for discussions or raising children; museums, schools and NGOs.

BUSINESS MODEL

Two-sided: individual users for everyday fact-checking, and organisations that use it as a ready digital tool for exhibitions, online courses and educational events, instead of producing their own content.

VALIDATION & STATUS

The prototype has already been adapted based on feedback from user interviews.

TEAM Mariia Kozlovska, Dana Dymchak, Yaryna Pasichna, Pavlo Babii

NO. 24