

GEEK GIRL CON



Objective: The year is 2024 and GeekGirlCon is arriving in November.

Spotty Wi-Fi and weak cell service threaten to disrupt the experience at the Seattle Convention Center.

Your mission, should you choose to accept it: Deliver a seamless offline app experience that puts event schedules, maps, and info into attendees' hands--no signal required.

Google Play



App Store



User Interface Layer

TANAGUI

Cross platform UI components
and design system

SQLite



Stores event data for offline access

React Native + Expo



Build once, deploy to iOS & Android

Drizzle ORM



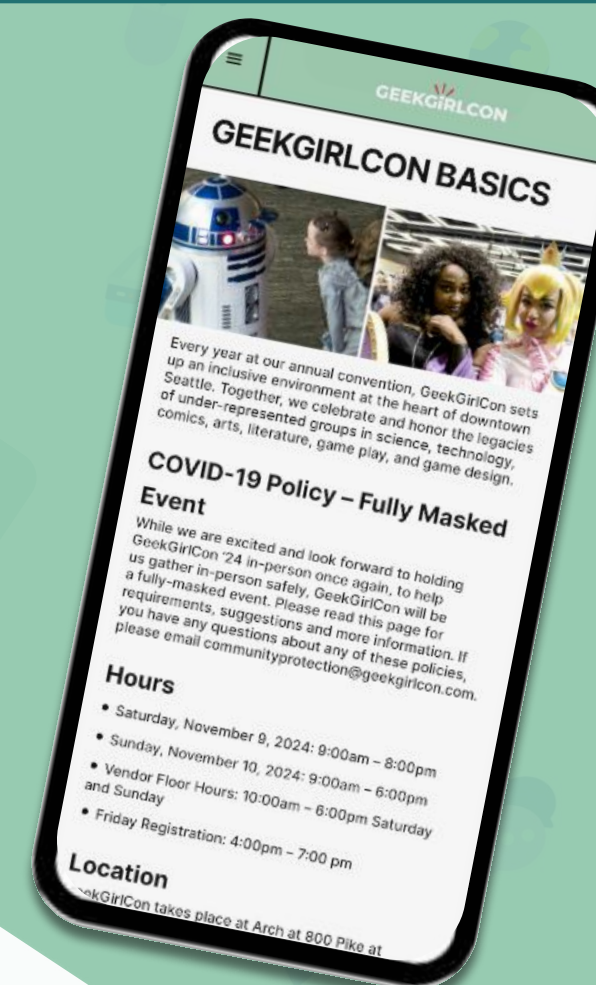
Defines local schema and
typed queries

TypeScript

TS

Type-safe logic and
application control

Offline-First Layered Architecture



How the GeekGirlCon App Helps Convention-Goers

• Offline-First Access

No Wi-Fi? No problem!
View schedules, maps, and info anytime.

• Clear, Intuitive Layout

Navigate events, rooms, and resources with ease

• All-In-One Experience

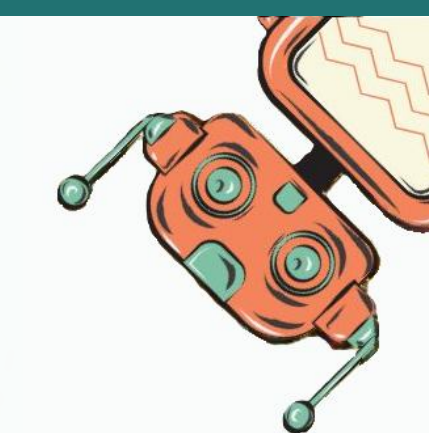
Everything from floor maps to cosplay policies--
no paper guide needed.

• Optimized for iOS & Android

Smooth performance across mobile devices.

• Future-Ready Architecture

Built to support dynamic updates when
API integrations go live.



Product Manager:

Ayoub Dib



Developers:

Cameron Shimmin, Isaac Jimenez, Keiffer Tan, Marco Bejarano Osegeura, Kennett Vera, Omar Garmela, Bradley Charles, Nicholas Miller, Joy Zhang, Parys Unangst, Bennett Fife, Nickolas Ramirez