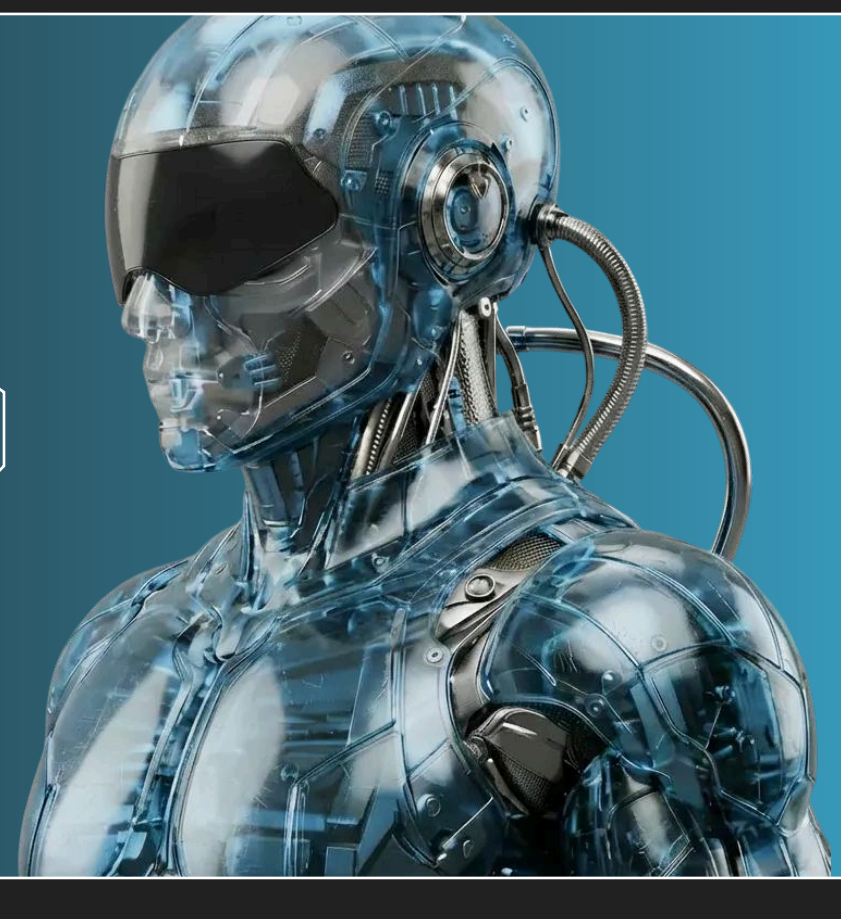


## TASK / YOUR CHALLENGE

Participants design and implement new Agentic Engineering systems capable of automating complex processes end-to-end. These processes could range from web development pipelines, data engineering workflows, testing automation, to ML experimentation, etc.

The hackathon encourages creativity in how agents collaborate, reason, and execute tasks with minimal human input. The focus is on agent coordination, adaptability, and reliability in real-world use cases.



## YOU'LL GET ACCESS TO



Anthropic API for reasoning & orchestration.



BA Agent for project setup and idea generation.



Chat with experts.

## DELIVERABLES

Each Team Must Prepare And Submit The Following Materials:

### 1. FINAL VIDEO DEMO (UP TO 5 MINUTES)

#### A Short Video Overview Demonstrating:

- The problem your solution solves.
- Your technical approach and architecture.
- How the solution works (live demo or screen recording).
- Possible improvements and next steps.

### 2. PRESENTATION (PITCH DECK)

#### Your Final Presentation Must Include:

- The idea and problem statement.
- Architecture & technical concept.
- The solution demo.
- Impact & potential scalability & next steps.

### 3. SOURCE CODE (ZIP ARCHIVE)

#### Teams Must Provide:

- A downloadable zip archive with the full codebase.
- Instructions on how to run or test the solution (Readme file).

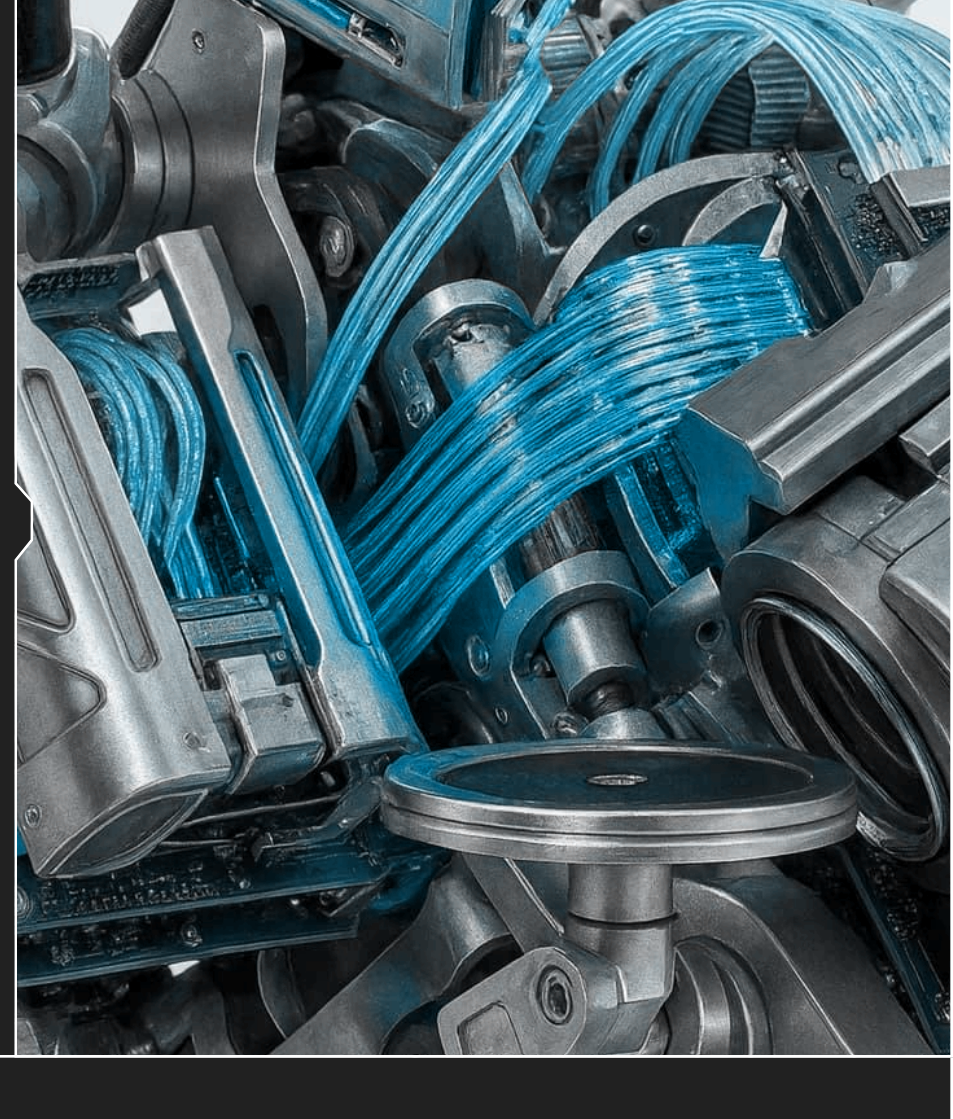
## LANGUAGE & COMMUNICATION

All organizational communication during the hackathon will be conducted in Ukrainian — including announcements, instructions, sessions, and chat interactions.

At the same time, participants are welcome to prepare their presentations and technical materials in English if it helps convey technical terminology more accurately or avoid misunderstandings during translation.

You may submit materials in English.

This ensures that teams can work in the format most comfortable for them and present their solutions with maximum clarity and quality.



## PRIZE POOL: \$10,000



1ST PLACE — \$5,000



2ND PLACE — \$3,000



3RD PLACE — \$2,000

## EVALUATION CRITERIA

### 1. TECHNICAL CONCEPT

50%

This is the primary evaluation area and focuses on the depth, quality, and feasibility of the technical solution.

- Architecture & Design — 20%.
- Technical Maturity— 20%.
- Scalability & Feasibility — 10%.

### 2. CREATIVITY AND ORIGINALITY

20%

- Novel idea.
- Innovative use of agentic AI or multimodal AI.

### 3. IMPACT AND USEFULNESS

20%

- Real-world value.
- Addressing a meaningful problem
- Clear user benefits.

### 4. PRESENTATION & DEMO

10%

- Clarity and structure of the pitch.
- Quality of demo.
- Ability to communicate the technical idea.

## Detailed Agenda

### PARTICIPATION & REGISTRATION TIMELINE

#### REGISTRATION DEADLINE



February 1 (inclusive).

All teams must complete registration by this date.

#### TEAM SELECTION



By February 3 (inclusive).

You will receive an email confirming whether your team has been selected. Only selected teams will be added to the communication channel and receive access to the materials.

#### HACKATHON START



February 5.

The hackathon officially begins.

All details, sessions, and timelines are listed in the agenda below.

## HACKATHON AGENDA: FEBRUARY 5–10

DAY 1

FEB 5

ONLINE

### OFFICIAL HACKATHON KICK-OFF 17:00–17:45

#### Mentor introductions:

- Explanation of the challenge & rules.
- Q&A.
- Communication channel launch (Slack).
- Welcome message in the chat.
- 18:00–18:45 — Session 1: Agentic Engineering: Building Agents That Build Software (Serge Haziev & Iurii Milovanov).

DAY 2

FEB 6

ONLINE

### PARTICIPANTS WORK IN TEAMS

- 17:00–18:00 — Session 2: SoftServe's Agent Suite: Rethinking the SDLC with AI Agents (Alona Nesterenko).
- 18:00–19:00 — Mentor session (60 min).

DAY 3

FEB 7

ONLINE

### TEAMS CONTINUE WORKING

- Organizers & Mentors support participants in the chat.

DAY 4

FEB 8

ONLINE

### TEAMS CONTINUE WORKING

- 13:00–14:00 — Mentor session (60 min).

DAY 5

FEB 9

ONLINE

### PROJECTS SUBMISSIONS

- By 12:00 — Deadline for final submissions.
- 17:00–18:00 — Session 3: AI-Enabled SDLC: New Horizons in Software Development (Roman Triska).
- 18:00–18:10 — Announcement of Top 10 semi-finalists (in the chat).

DAY 6

FEB 10

ONLINE

### SEMI-FINAL PROJECTS PRESENTATIONS

- 16:00–17:00 — Online Presentations of 10 semi-finalist teams. Each team has 5 minutes.
- 18:00–18:30 — Online announcement of the Top 3 finalists.

## OFFLINE FINAL IN LVIV (FOR TOP-3 TEAMS)

We invite each finalist team to have at least one representative join the offline final in Lviv.

The event will take place at the SoftServe office (exact address and logistics will be shared directly with finalists).



### WELCOME & OFFICE TOUR

16:00 – 17:00

Our team will meet you at the SoftServe office and guide you through the space.

This is an easy, friendly start to help you get comfortable before the main part of the evening.

### PANEL DISCUSSION

17:00 – 18:15

All finalists join as listeners for an inspiring panel with SoftServe experts and invited industry guests.

We'll talk about the future of Agentic AI, real use cases, and what's ahead for the industry.

### FINALIST TEAM PRESENTATIONS

18:30 – 19:00

Each team will briefly present their project one more time. This is not a second full pitch — just a short, confident showcase of your solution for the audience and jury. The format will be friendly and supportive, focused on highlighting your achievement.

### AWARDS CEREMONY

19:00 – 19:30

We announce the teams that take 1st, 2nd, and 3rd place. Gift certificates and awards will be presented on stage.

## NETWORKING & CELEBRATION

19:30 – 20:30

A relaxed networking session where you can connect with SoftServe colleagues, invited guests, and the people shaping our AI initiatives.

It's a great opportunity to chat in an informal setting, exchange ideas, and get to know the community behind the hackathon and celebrate your work.