

Rank-a-thon

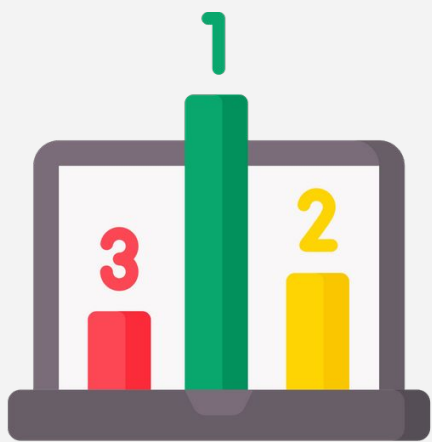
Smart, Reliable, Efficient Hackathons

Code Repository: <https://github.com/rank-a-thon/rank-a-thon>

Mobile Web-app: <https://rankathon.io>

Problem

Large-scale hackathons such as Hack&Roll have challenges ensuring that teams are judged **sufficiently**, **fairly**, and **quickly**. Teams want to have **sufficient time** to showcase their work to **multiple judges**, but organisers **cannot provision too many judges**, and need to **quickly complete judging & prize presentations**.



Solution

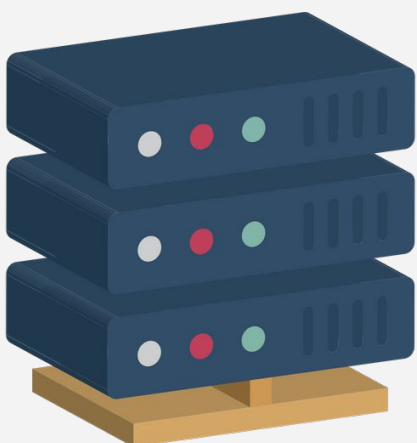
Rank-a-thon is E2E, B2B web application that manages hackathons. It's main value proposition is it allows for **algorithmic judging** based on **pairwise ranking algorithms**. This reduces subjectivity, enhances reliability, efficiency, and transparency of the judging process.

Features

For Participants	For Judges & Organisers
<ul style="list-style-type: none">Find hackathon key informationCRUD of project listingsView other team's projects	<ul style="list-style-type: none">Easily look for teams for judgingJudge teams based on rankings and pairwise comparisonsLive-generate prize winners

UI/UX, speed, reliability, useability focused

Tech Stack



- Golang Gin and GORM backend
- PostgreSQL Database with Redis for caching
- Server-rendered React Frontend
- Nginx reverse proxy with HTTPS via Let's Encrypt CA
- Containerised deployment on Google Cloud Platform

By [Christopher Goh](#) & [Sun Yitao](#)