

Matchmaking ID	Faculty	Department	I am looking for potential team members with experience in the following areas:	Further details about you- your interests/ areas of expertise, whether you already have an idea...
001	Faculty of Natural Sciences	Life Sciences	Bioengineering, physics, Mechanical Engineering, Materials, Design engineering, computing, chemical engineering	
002	Faculty of Natural Sciences	Life Sciences		
003	Faculty of Natural Sciences	Physics	engineering, building electronics	I am interested in making a cheap weather station that takes basic reads and can transmit them to your loved ones through an app, optimizing this to be as low-cost and reliable as possible.
004	Faculty of Engineering	Bioengineering	Wet-lab, Research, Business development, Entrepreneurship, etc.	Areas of expertise: Software development (Developing a remote patient monitor (m)), Programming (I know Python, Java, HTML, CSS, JavaScript, Microfluidics (2nd project) and hacking about microfluidics), Potential idea: smart health solution (home diagnostics app)
006	Faculty of Natural Sciences	Life Sciences	All areas	I have knowledge in the life sciences field, particularly structural biology, plant immunology, and plant developmental biology. I have experience with Python, R, Bash, G, SQL, HTML, CSS, and Linux. I don't have a strong background in programming, but I am learning. I am interested in developing a tool that can identify old blood cells faster than before, perhaps in a more efficient way. I haven't done a lot of research into this yet but I would be interested in doing something to address the deficit of blood (as we are very reliant on donations, of which there is not enough) or perhaps a problem that emergency medicine faces/war zone doctors.
007	Faculty of Natural Sciences	Physics	AI, coding, business	Wide range of interests: energy, industrial processes etc. Skills in design and building things - I have built an electric guitar, drone, etc. Experience in entrepreneurship - I started a clothing brand called Gedra.
008	Faculty of Natural Sciences	Chemistry	Coding, biology, wetlab, chemistry	I'm a chemist and I'm good at wet lab. One of my ideas is to potentially work on synthetic blood (there has been some research into making a synthetic blood replacement for emergency medicine, to augment the dangers of blood loss. Additionally there has also been research into using stem cells to make lab-grown blood, which is helpful because these blood cells are more stable and can last longer). Another idea is to develop a way to identify old blood cells faster than before, perhaps in a more efficient way. I haven't done a lot of research into this yet but I would be interested in doing something to address the deficit of blood (as we are very reliant on donations, of which there is not enough) or perhaps a problem that emergency medicine faces/war zone doctors.
009	Faculty of Natural Sciences	Physics	Education, Engineering, Biology/Bioengineering	Programming in many kinds of languages and frameworks, development of ideas, market analysis
010	Faculty of Natural Sciences	Life Sciences		
011	Faculty of Natural Sciences	Life Sciences	I'm looking for teammates with experience in biology research with wet lab skills, e.g. western blot, cell culture, confocal microscopy, ELISA, no wet lab experience is fine, we can provide training, but need to understand the basic principles so these techniques work and have strong motivation to study through self-teach	We are building the next generation of Antibody drug conjugates (ADC) to treat cancer. ADCs act like guided missiles that specifically hit and kill target cells. I'm the founder of another biotech startup company, currently leading a pipeline to preclinical development, for more info, please check my LinkedIn page: [REDACTED]
012	Faculty of Engineering	Materials		interested in research, women's health, physiological monitoring, medical devices. Area of expertise: biomedical research, biomaterials, wet lab, microbiology, I have an idea but not fully fleshed out
013	Faculty of Engineering	Bioengineering	Mechanical engineering, software engineering, business/Ip management	
014	Faculty of Natural Sciences	Chemistry	Circuits, fabrication methods, object-oriented programming	
015	Faculty of Natural Sciences	Life Sciences		
016	Faculty of Natural Sciences	Life Sciences		
017	Faculty of Natural Sciences	Physics	Varied skills different from mine	Python, electronics (including Arduino, spectroscopy)
018	Faculty of Medicine			
019	Faculty of Engineering			
020	Faculty of Natural Sciences			
021	Faculty of Natural Sciences			
022	Faculty of Natural Sciences			
023	Faculty of Natural Sciences	Physics	Prototyping / building and testing, some experience with CAD and coding. No ideas yet. Would rather a project that is not purely software based	
024	Faculty of Natural Sciences	Life Sciences	ecology, ornithology, neuroscience, neurogenetics, behavioural biology	ornithology, ecology, illustration and science communication, taxonomy - I have a rough idea about preventing bird string
025	Faculty of Engineering	Materials		
026	Faculty of Natural Sciences			
027	Faculty of Engineering			
028	Faculty of Natural Sciences	Maths	Engineering, able to code in any language, chemistry, Knowledge of some AI, Design engineering	Do not have a concrete idea yet, however are more looking into software than hardware, but both are doable. I have personal knowledge in coding and AI and am a maths student
029	Faculty of Natural Sciences	Chemistry	Wet lab skills, circuitry, engineering, coding	Wet lab skills but need some experience with hardware applying it to different situations. I am interested in projects more engineering related projects but am not limited to biological
030	Faculty of Natural Sciences	Life Sciences	programming, at least some experience working with AI	I'm really interested in global health, environmental and climate change (again mainly focus in Africa)
031	Faculty of Engineering	Chemical Engineering	Life sciences/biotech/modelling/Programmation	Interest in Energy, biomedicine, food and plant technologies, Low resource setting tools, health, potentially digital tools as well. I have prior experience in membrane, bioremediation and modelling/research (metals recovery, electrolysts, ), have lab skills as well as modelling and coding. I also have experience in process design, project management, and have worked in biotech before (diagnostics). I'm really happy to do anything environmental related
032	Faculty of Natural Sciences	Life Sciences	Any field	I have some wet lab experience (particularly involving cardiomycetes and cancer). I'm interested in structural bioinfo and genetics but open to any ideas
033	Faculty of Engineering	Design Engineering	Electrical and coding	A rough direction, but the idea is still to be decided. I can CAD, model, design, a bit of coding and hardware. The team includes me and a (physio)
034	Faculty of Natural Sciences	Physics	Anything	Limited experience coding with Python, experience in working in teams for scientific research/projects, experience with LaTeX, experience in writing reports, experience in presenting
035	Faculty of Engineering	Design Engineering	Design in various languages, Arduino/other micro-controller programming, any other design other than my own	Looking to work on a health related project, perhaps something that can help people suffering from chronic illnesses/motor problems/mobility issues. Have had past experiences working in hardware but overall planning to participate in this challenge just to gain more experience
036	Faculty of Engineering	Materials	Software/programmable, natural sciences, any experience welcome - ID	No idea just yet. Looking to create some sort of customer oriented device, implementing product design with robotics/cad/arduino. I am good at CAD, design thinking, product development, design communication
037	Faculty of Engineering	Biotechnology	Biotechnology/Chemistry who's interested in microbiology and oncology	We plan to make a detection device for cancer.
038	Faculty of Natural Sciences	Maths	Engineering, Chemistry	open to any ideas, already have a physics student on the team.
039	Faculty of Natural Sciences	Maths	Coding, AI agent	I would like to construct an AI agent solving real world problems, such as public health, equality, etc. (haven't got a precise idea yet)
040	Faculty of Natural Sciences	Mechanical Engineering	Open to working on a project with anyone passionate and excited to tackle a real problem. A science-studying team member might be a nice contrast to my more technical background.	Any project that would help solve world problems and building to tackle them. I've worked on a few projects and have built a physiotherapy device from scratch - a 'real' product. No firm idea as yet, interested in tech that directly interacts with humans. Have found a recent interest for neurotech. Excited to learn & explore any real problem area that is related to me.
041	Faculty of Engineering	Mechanical Engineering	Any	Experience with programming in Python and Matlab, some knowledge of electronics, arduino and computer vision. Less experience in design but some use of CAD
042	Faculty of Natural Sciences	Physics	Medicine, Physics, Engineering, Computing, Chemistry	Physics, Maths
043	Faculty of Natural Sciences	Physics	Coding, Chem/Mech/Bio/Material/Design Engineering, Chemistry, anything related to our initial idea	Aging human/affected areas by restoring soil to ideal salinity and water levels to reduce crop failures in developing countries
044	Faculty of Natural Sciences	Life Sciences	Any, maybe I don't have experience with math/physics/computing/engineering	Interested in anything multidisciplinary. I have some experience in ecology focused project (microscopy, fieldwork, growing/arming fungi) and a bit of MATLAB, but I hope to expand my skillset. I'm interested in integrating current technology used in taxonomic research, in order to classify species with a single object with a more streamlined workflow and reduced time. I have some experience in machine learning and computer vision. For example, combining the idea behind the Folioscope (high-accuracy identification of micro-morphological features) + the idea behind Naturalist (macro-morphological features) + use of machine learning and computer vision + genetic sequencing. Not a fully fleshed out idea at all and I'm just throwing it out here, in case anyone is interested - please contact me if you have any questions or would like to discuss this idea in more detail
045	Faculty of Natural Sciences	Life Sciences	Mechanical engineering, CAD/prototyping software, 3D printing, Design thinking	A low-cost, smart pod for chips that instantly detects hidden oil leaks, tracks cleanup progress, and safely breaks down hydrocarbons before they spread
046	Faculty of Natural Sciences	Physics	Chemical engineering, electrical engineering, biology	Me and my human mate 2000 have a project in mind
047	Faculty of Natural Sciences	Life Sciences	Molecular and cell biology, basic wet-lab techniques, data analysis, bioinformatics or coding (Python/R), product design or engineering, public health, and science communication	I am a 3rd year life sciences chemistry student with a strong interest in applying molecular biology and biochemistry to problems with a societal impact, particularly in health and disease. I enjoy real world projects that combine biochem with practical, low-cost solutions. I am interested in developing an idea that could improve health, quality of life, or access to scientific or healthcare tools, especially approaches that are simple, scalable, and evidence-based. I do not have a fixed idea yet and am very open to shaping a project collaboratively with people from different backgrounds.