Bernardo de la Sierra Rábago

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EDUCATION

August 2021 - Present   B.S. in Computer Science at Tecnológico de Monterrey   **Expected June 2025**

TECHNICAL AND SOFT SKILLS

- HTML, CSS, JavaScript, TypeScript, SwiftUI, MongoDB, GitHub, React, Prisma, Vue.js, Node.js, Docker, Express, Firebase, Flutter, VisionOS, Java, Sprint
- English: B2 Soft Skills: Teamwork, Leadership, Problem-Solving, Adaptability, Empathy, Curiosity

CONTESTS

Sept 2023   **HackMTY - Financial Analysis Project**
- Collaborated on the development of an AI-driven financial analysis project, focusing on the web application using React, PostgreSQL, and TensorFlow.

May 2022 - May 2023   **SwiftTec - Vice President**
- Responsible for promoting Swift through events and classes.
- Conducted classes during SwiftDay, specializing in a CoreML module for students looking to learn Swift.

VOLUNTEER WORK EXPERIENCE

Aug 2023 - Present   **MAE Web Platform Development - Empowering Student Academic Mentorship**
- Spearheaded the creation of a user-centric website for the administration of the Student Academic Mentorship program at Tec de Monterrey, serving on average 3,500 monthly users.
- Utilized Vue.js for a responsive user interface and leveraged Firebase technologies, including secure user sign-in via Firebase Authentication and real-time data storage with Firestore.
- Collaborated in the development of the mobile platform with Flutter for enhanced usability.

Dec 2022 - Feb 2023   **Proyecto 99 - Backend Development Project**
- Led backend development for the implementation of a comprehensive system for class registrations.
- Utilized MongoDB and Express, ensuring robust connections and functionality.
- Oversaw CRUD operations and contributed to UI design using React and Material-UI.

PROJECTS

Sep 2023 - Jan 2024   **TECuido - iOS Medical Assistant Application**
- Engineered an innovative iOS medical assistant app for the hearing impaired published on the App Store, utilizing SwiftUI, MapKit, Docker and Express.
- Integrated AI for precise injury recognition and diagnostics, leveraging CoreML.
- Incorporated inclusive features like speech-to-text and text-to-speech for real-time video calls.
- Empowered users with the capability to send real-time emergency alerts between devices.

Jan 2024 - Feb 2024   **AcrossMexico - Educational Application**
- Developed a video game utilizing SwiftUI and SpriteKit showcasing Mexican culture based on personal experiences.
- Used RealityKit and Blender to create interactive AR models for the user.
- Swift Student Challenge Award 2024

Nov 2023 - Present   **ArVis - Architectural Vision Application**
- Developed an architectural vision application for students using VisionPro, UnityPro, and Blender that allows students to view their 3D architectural models with improved definition.
- Enhances the educational experience by providing a user-friendly interface for exploring and analyzing designs.

Feb 2024 - Present   **Vita - Healthcare Application**
- Developed Vita, a health-focused application addressing nutrition, exercise, and sleep concerns in response to Mexico's obesity challenges.
- Utilized Next.js for the web frontend, ensuring a user-friendly interface and Flutter for a seamless experience across mobile devices.
- Collaborated on API functions to connect the web and ChatGPT with WhatsApp for a personalized health guidance chatbot.