

Luis Antonio Bolaina Domínguez

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EDUCATION

ITESM (Tecnológico de Monterrey) - Monterrey, NL

Bachelor of Science in Computer Science and Technology / GPA 3.7/4.0

Expected June 2027

- Relevant Coursework: Software Construction, Data Structures & Algorithms, IoT, OOP.

LEADERSHIP AND EXPERIENCE

Cipheria (Startup)

Full Stack Developer / Part Time

June 2025 - Present

- Designed, built, and deployed a high-performance startup landing page using Astro, React, and Firebase, ensuring fast load times and reliable performance.
- Implemented modular UI components with TailwindCSS to streamline future feature development and ensure design consistency.
- Collaborated closely with founders in an agile environment, applying sprint planning and code reviews to align technical design with brand identity.

Swift Challenge Fest Hackathon

Team Member & Product Owner

June 2025

- Directed a 4-person team by defining product vision, roadmap, and feature priorities, delivering a functional iOS prototype in under 24 hours.
- Delegated tasks based on strengths and expertise, ensuring 100% milestone completion within deadline.
- Facilitated open collaboration and brainstorming sessions, increasing team efficiency and creativity.

SEITC (Computer Science Student Society)

Information Technology Coordinator

August 2025 - Present

- Contributed to the development of SEITC's official web platform using React and Typescript, showcasing the community's culture, projects, and students experiences.
- Strengthened teamwork and communication skills by coordinating with designers and content creators to align technical output with the organization's vision.

PROJECTS

FSAE TEC Group

Web application

June 2025

- Developed a responsive website with Next.js, React, and TypeScript to showcase the Formula SAE team, cars, and competition milestones.
- Improved sponsor engagement by 25% and boosted student recruitment by 40% through a stronger online presence.
- Optimized page performance and responsiveness across devices, enhancing accessibility for sponsors and new members.

HeatShield

Mobile Application

June 2025

- Co-Developed a native iOS app in SwiftUI to protect users during extreme heat events by providing safety alerts, shelter locations, and home preparedness tools.
- Engineered a 'Cool Zones' map by integrating MapKit and CoreLocation to geolocate nearby shelters and provide navigation via Apple Maps
- Integrated the OpenWeatherAPI for real-time heat index monitoring and utilized SwiftData for persistent, on-device storage of user assessments and alerts.

Brew

Mobile Application

August - October 2025

- Developed a native iOS application in Swift for social partner Káapeh México, enabling coffee producers in Chiapas to monitor and manage coffee plot health.
- Integrated a CoreML vision model for on-device plant disease detection, providing users with real-time agronomic recommendations.
- Engineered a key accessibility feature leveraging MLX to power on-device translation from Spanish to the indigenous language Tsotsil.

TECHNICAL SKILLS

Languages: Typescript, Python, Javascript, SQL, Swift.

Frameworks/Libraries: React, Node.js, Astro, NextJS, TailwindCSS, Vercel, MLX, Apple Foundation

Tools: Github, Docker, Git, npm, Aiven, PostgreSQL, Firebase, Copilot, CI/CD.

Soft Skills: Communication, Project Methodology, Organization.