

Luis Antonio Bolaina Domínguez

codewithlui@gmail.com | +52 81 3606 0010 | [LinkedIn](#) | [Github](#) | [Portfolio](#)

EDUCATION

ITESM (Tecnológico de Monterrey) - Monterrey, NL

Expected June 2027

Bachelor of Science in Computer Science and Technology / GPA 91.2/100

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

LEADERSHIP AND EXPERIENCE

Cipheria (Startup)

Full Stack Developer / Part Time

June 2025 - September 2025

- Designed, built, and deployed a startup landing page using 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

Theos Learning

Full-Stack Web Application

November - December 2025

- Developed and maintained the API backend for the Theo Learning Platform, a comprehensive learning management system built with Javascript/Node.js, serving GP Construcción's training needs.
- Engineered robust RESTful APIs enabling seamless user authentication, course management, and learning analytics, supporting the platform's core functionality and user engagement.
- Implemented Redis caching service for session management, optimizing API performance and reducing database load, resulting in faster response times for 600 concurrent users on GP Construcción.

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, NextJS, TailwindCSS, Vercel, MLX, Apple Foundation

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

Soft Skills: Communication, Project Methodology (Agile/Scrum), Design Thinking, User Empathy, Strategic Planning.