Adan Ehecatl Gonzalez Flores

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Education

Instituto Tecnologico y de Estudios Superiores de Monterrey — Monterrey, MX
Bachelor of Science in Computer Science | GPA: 89/100 — Expected Grad: Dec. 2027

Work Experience

Interius — Monterrey, MX (Hybrid)
Software Engineer Intern — Jul. 2026 – Present

- Built a **web app** that lets runners find their race photos by typing their bib number, using **Swift** and **Apple Vision** to read the numbers on the backend service instead of calling a paid cloud OCR service.
- Improved reading accuracy from **65% to 77%** and photo coverage from **83% to 90%**. Tested every iteration against a trusted and reviewed set of **731 photos** before shipping.
- Built an internal review tool in **JavaScript** where a reviewer confirms or corrects each detected number over the photo, turning scattered feedback into a measurable dataset.
- Narrowed down possible solutions and proposed a final implementation by testing accuracy and implementation effort.

Corning Incorporated — Monterrey, MX (On-site)
Software Engineering Intern – Digital Transformation — Apr. 2026 – Jun. 2026

- Built a manufacturing data workflow that consolidates daily **CNC** machine records into a centralized historical database, giving production, equipment-failure, and efficiency visibility that enabled an **8% productivity increase**.

EnviaFlores — Monterrey, MX (Hybrid)
Software Development Engineer in Test Intern — Dec. 2025 – Apr. 2026

- Built and extended scalable web and mobile automation frameworks using **Playwright**, **Maestro**, and **Node.js**, aligning Android and iOS testing with the existing web architecture.
- Created a **Node.js** execution layer for environment loading, platform switching, device targeting, Maestro execution, and **JUnit** reporting, making the mobile suite reproducible locally and ready for **CI**.
- Reduced execution time from **10 to 3 minutes** per scenario and automated **260** previously manual validations, saving more than **30 hours** of repetitive testing.

Kaapeh Mexico — Remote
Software Engineer Intern — Feb. 2025 – Nov. 2025

- Built **React Native** screens and web dashboards for a soil-monitoring platform serving **400+** small producers, with **PostgreSQL** schemas and **REST** endpoints for IoT telemetry that cut query latency by **28%**.

Projects

Iris – On-Device Vision Companion | *Swift, SwiftUI, Vision, Core ML, ARKit* — Apr. 2026 – Present

- Co-founded and developed an **iOS** accessibility app that helps blind and low-vision users understand products, prescriptions, meals, classroom content, and nearby obstacles, running entirely on the phone with no internet connection required.
- Built modular **SwiftUI** domains with reusable ViewModels and services, integrating **Foundation Models**, **Vision**, **Core ML**, **ARKit**, Speech, AVFoundation, Core Haptics, and **SwiftData**.
- Implemented offline-first flows with voice commands, English and Spanish localization, drug-interaction checks, allergen matching, and **LiDAR**-based obstacle cues.
- TestFlight beta: testflight.apple.com/join/YbceR1ut

Skills

Languages: C++, JavaScript, Python, Swift, SQL
Frameworks and Tools: Node.js, Express, React, React Native, Expo, PostgreSQL, Prisma, REST APIs, Apple Vision
Testing and Platforms: Playwright, Maestro, Git, Bash, AWS EC2, Arduino/ESP32
AI-Assisted Development: Claude Code, GitHub Copilot