

Benjamin Raymond Belloeil

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Summary

iOS-focused Software Engineer with experience building and shipping native applications using Swift and SwiftUI. Developed production-ready apps with offline-first architecture, on-device intelligence, and state-driven UI systems. Background in full-stack development, bringing strong system design and product thinking to mobile experiences.

Education

Apple Developer Academy – Naples, Italy

- Built and iterated on native iOS applications using Swift and SwiftUI in cross-functional teams, applying design thinking and iterative development to deliver user-focused mobile experiences.

Instituto Tecnológico y de Estudios Superiores de Monterrey – Monterrey, Mexico

- Bachelor's Degree in Computer Technology Engineering

Experience

Mobile Full Stack Developer, Grupo LOCSA – Monterrey, MX

Sep 2025 – Present

- Developing mobile application features with a focus on responsive UI, real-time data interaction, and reliability across devices.
- Implemented end-to-end mobile workflows for vehicle management, including tracking, assignments, and compliance documentation for 100+ vehicles.
- Debugging and resolving production issues across mobile and backend layers, improving system stability and reducing user-facing errors.

Full Stack Developer (intern), Softpital – Monterrey, MX

Feb 2025 – Sep 2025

- Designed and delivered 8+ production-ready user-facing features across frontend and backend systems, supporting internal teams and healthcare professionals.
- Optimized data fetching and application performance, reducing API response latency by approximately 50% and improving overall user experience.
- Identified, debugged, and resolved 30+ UI and logic issues prior to release, contributing to increased product stability and fewer post-deployment bugs.

Full Stack Developer (intern), AMN Investment – Monterrey, MX

Nov 2024 – Jan 2025

- Completed 250+ hours of intensive full-stack development training, building end-to-end applications using C#, Angular, TypeScript, and .NET.
- Analyzed and navigated a full production codebase across frontend, backend, and database layers to understand system architecture and data flow.
- Explored Azure DevOps pipelines and resource organization, gaining exposure to CI/CD processes and deployment workflows.

Projects

Whats Normal

iOS Application – SwiftUI (Swift Student Challenge)

- Designed and implemented a native iOS application focused on real-time anxiety management, structuring user flows around distinct in-flight scenarios (turbulence, takeoff, panic states).
- Validated usability with real users in high-stress scenarios.
- Designed intuitive UI using familiar iOS interaction patterns and 3D components to reduce cognitive load in high-stress scenarios.
- Built offline-first functionality, including flight progress estimation using geolocation data and custom distance/time calculations without reliance on external APIs.
- Developed an on-device conversational assistant using Apple Intelligence frameworks, enabling offline, low-latency support.

Nudge – Daily Habits

iOS Application – SwiftUI (App Store)

- Developed a native iOS app that transforms complex tasks into actionable steps through a structured multi-step flow.
- Deployed on App Store and validated through real user testing.
- Implemented state-driven UI to generate personalized action plans based on user inputs (task, energy, mood).
- Implemented in-app purchases for premium AI-generated insights and extended functionality.

Skills

Mobile: Swift | SwiftUI | Xcode **Languages:** Swift | TypeScript | JavaScript | Python

Frontend: React | Next.js | Angular | React Native | Tailwind | Figma **Backend:** Node.js | Express | Flask | .NET

Databases: Firebase | Supabase | MongoDB | MySQL | PostgreSQL

Tools: Git | GitHub | Postman | Azure | AWS | CI/CD **Spoken:** Spanish | French | English | Italian