

Five Mexican women going to MIT hackathon



Biniza Vázquez, a student at Tec Puebla campus, was selected to compete in MIT's international hackathon.

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COURTESY OF BINIZA VÁZQUEZ

Biniza Vázquez, a student at the [Tec's Puebla campus](#), will participate in HackMIT 2025, becoming one of five Mexicans to earn a spot at the event.

This **hackathon** is one of the **greatest in the world**, not only because of its **selective registration system** but also because of the event's **logistics**, which include **workshops given by sponsors**, personalized **mentoring**, and events in which **programmers** can take a **break from programming**.

A hackathon is an intensive hacking (programming and development) event with a **time limit of 24 to 48 hours**. **This one** will be held **at the Massachusetts Institute of Technology (MIT)** in **Boston** on **September 13 and 14**.

Biniza expresses her **gratitude** to **Tec de Monterrey**, saying it was there that **she developed the skills** that allowed her to **stand out**: *“I feel very proud because it’s an excellent way to put into practice all the skills I learned at the Tec: teamwork, self-management, and learning to adapt to situations.”*



The student believes that this **hackathon** is an opportunity to **boost** her **creativity** and capacity for **innovation**, thereby **improving** her ability to **devise and develop a solution** in a short period of time.

Biniza hopes to establish **relationships** with other people inside and outside her **field of work** that will allow her to exchange **experiences, knowledge, opportunities, and support**.

Just as she was **inspired** by **other women** to enter the world of **robotics**, she hopes to be someone who **inspires others** to enter this **field in the future**. *“If you see that what you aspire to be doesn’t exist within your immediate circle, then motivate yourself to become it,”* she added.

The selection process

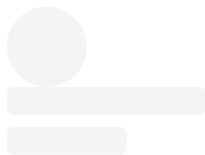
Biniza was looking for **new challenges** when she discovered **HackMIT** through the **Major League Hacking** community.

There was a series of questions that **applicants** had to complete in order to **be selected**. The student believes that her **leadership and problem-solving skills**, in addition to her **extensive résumé**, were what made her **stand out** from other candidates.

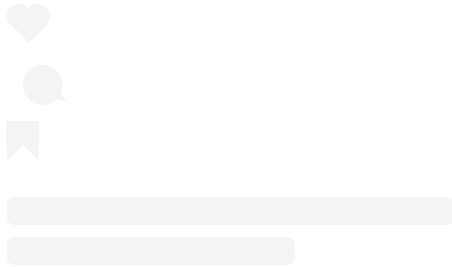
Upon receiving **the acceptance letter**, she began her **preparation process**, which started with **finding a team**.

All those **selected** enter a [**Discord**](#) server where they **interview each other** until they find the most compatible people. Biniza found a **Chilean partner** and an **NYU student** to make up **her team**.

Their **project** will focus on the **healthcare sector** due to personal experiences they discovered they share with each other. They are still deciding whether to focus on **severe vision problems** or **stroke prevention**.



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Previous experience in hackathons

Biniza participated for the first time in Tec Bytes, a hackathon held at the Tec's Puebla campus, **where she developed an application that facilitated education in neurodivergent communities** and won first place.

They incorporated an **artificial intelligence model**, in which **they created [prompts](#)** to adapt **learning to a specific user**. For example, for a teenager with **autism spectrum** disorder, variables were moved that would explain a certain topic in a **friendly way**.

Despite having **previous experience in creating applications**, the challenge of having **limited time** to create them was what **immersed** her in the **world of hackathons**.

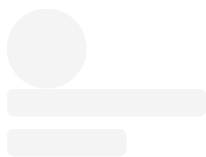


Biniza Vázquez, a student at the Tec's Puebla campus, who will attend the MIT hackathon. Photo: Courtesy of Biniza Vázquez

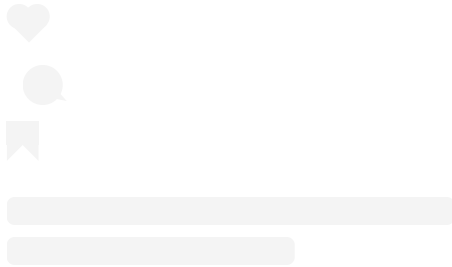
She later competed in **NASA's Space Apps** hackathon, where she developed an **application** that allowed users to view **exoplanets** in a **3D model**.

The venue for that edition was inside a **hangar** at the **Aeronautical University of Querétaro**, so they had to be very **focused when programming**, ignoring the **noise** and **cold** produced by the **light aircraft** flying in front of them.

There, the student was able to present her project to a **NASA executive**, who **congratulated her and recognized her achievement**.



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The **projects** she has carried out at **hackathons** are quite varied. For example, in **Hack 4 Her**, she **programmed** an application that **made it easier for** [Arca Continental employees](#) to **manage small businesses** they had to visit and review.

Or her most recent **application** for **Hack Puebla**, which connected to a **small robot** that taught **children** how to use the **web safely**. Both projects earned her a place on the **podium** in their respective competitions.

“At a hackathon, you end up doing things you never imagined before. And, if that idea continues to be developed, it can grow even more,” Biniza pointed out.

The **biggest challenge** Biniza has faced at these **hackathons** has been **learning to stay calm** and **not lose sight of her goal: to have fun** and find a **solution that addresses** the various issues.

“If you see that what you aspire to be doesn’t exist within your immediate circle, then motivate yourself to become it.”

Hackathons in her life

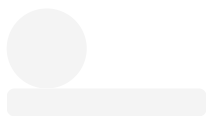
Biniza compares the **world of hackathons** to **magic**: how a **screen full of code** can be used to create an **interface** that can **help change someone’s life**. *“The magic lies in transforming ideas into tangible realities, and the tool to achieve this is knowledge accompanied by constant practice.”*

Hackathons were the beginning of what is now her daily **process of learning, challenging herself**, and continually looking **to understand what lies behind things**.

This **thought** led her to **understand** what she considers to be *“the second part of hackathons”*: **assimilating the process** and **development** that takes place **before and after** an **idea**.

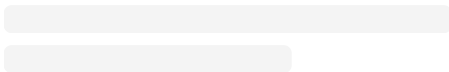
Biniza **currently** uses all the **knowledge** she learned at **hackathons** in her **daily life**, prioritizing **tasks** and doing everything with a **focus**.

What she loves most about **hackathons** and **mechatronics** is the opportunity they give her to **transform** and **help others** while trying to **understand how the world around us works**.





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What is a hackathon?

A **hackathon** is a **gathering of programmers** who **work collaboratively** to **respond to a challenge** or problem faced by an organization within a given time frame. Their response will be a **solution** in the form of a finished **prototype** for an innovative product, service, or business model.

The **process begins** with the appointment of a team and continues with the **selection of issues to be addressed**, classified into categories called **tracks**, which can be divided into **disciplines or areas of interest to the majority**, ranging from **health, entertainment, and sustainability** to [Sustainable Development Goals](#).

Teams then have **24 hours to plan** and carry out their project from the moment the clock starts ticking until the submission portal closes.

They conclude with a presentation of their work before a jury, which is a crucial part of the results, as they must present the solution they developed, hoping to convey the value and vision of their idea.

Some hackathon organizers **invite sponsors** and **collaborators** who assign them **problems to solve** within their **companies**, as in the case of Arca Continental in *Hack 4 Her*.

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