Contact

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Research interests

My research topics cover Visualization of Programs and Algorithms, the use of Augmented Reality techniques and 3D graphics. Besides that, he is interested in subfields related to Machine Learning such as Natural Language Understanding, Speech Recognition and Computer Vision, among others.

Education

Bachelor of Science, Computer Science

University College of Computer Science, Ciudad Real, Spain   July 2018

FDP: Graphical representation generator system for the visualization of programs and algorithms using Mixed-Reality.

Professional experience

Microsoft HoloLens Developer   July – February, 2017 – 2018

Furious Koalas Interactive S.L, Ciudad Real, Spain

- Developed the process of scanning and mapping the environment to detect tables as main part of the video game. This project was performed to teach children programming using the Windows mixed-reality device, Microsoft HoloLens. My participation of this project was thanks to the *Telefónica Talentum* scholarship.

Significant projects

ARmov: A mixed-reality video game which was developed using *Unity*, a video game engine and *Microsoft HoloLens*, a holographic computer that allows to interact with holograms in the real world. It intends to teach children the basic aspects about programming resolving levels that increase their difficulty towards the progress of the video game.

Workshops

3D design and modelling   November – January, 2018 – 2019

Public library, Ciudad Real, Spain

- Teaching of the Blender tool covering aspects from modelling, textures, materials and animations to illumination and integration with real image.

Certifications

- Preliminary English Test, Cambridge Language Assessment, 2016.
- First English Test, Cambridge Language Assessment, 2018.

Scholarships

- Scholarship from Ministry of Education, Culture and Sport.