

## Cristian Gómez Portes

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## Objective

Obtaining a career that will allow myself to take full advantage of my passion and experience in computing, concretely in the field of artificial intelligence.

## Education

*Bachelor of Science*, Computer Science

University College of Computer Science, Ciudad Real, Spain

July 2017

TFG: Generator system of the graphic representations for the visualization of programs by 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 carried out through the scholarship, *Telefónica Talentum*.

## 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.

## Computer skills

Table 1: Computer Skills

Technology	Level
Java, Python, C, C#, JavaScript, Unity, Hololens, Ubuntu, Windows, Git, Mercurial, Latex, Eclipse, Visual Studio	High
SQL, Visual Basic, Haskell, Prolog	Medium

## Languages

Table 2: Language Skills

<b>Language Reading</b>		<b>Writing</b>	<b>Listening</b>	<b>Speaking</b>
English	B2	B2	B2	B2
Spanish	Native	Native	Native	Native

## Courses

- Preliminary English Test, Cambridge Language Assessment, 2016
- JavaScript + Nodejs + Express + MongoDB, KeepCoding, 2017
- Computer Vision Workshop, VISILAB Group of vision and intelligent systems, 2017

## Interests

My interests are mainly focused on artificial intelligence, specifically with big data, machine learning, natural language processing, computer graphics, computer vision, and mixed-reality, among other aspects.