# ARTURO LÓPEZ FERNÁNDEZ

## Ingeniero Informático

## CONTACT

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🌐 https://github.com/Arturo1703?tab=repositories

## ABOUT ME

I am a computer engineer, passionate about computers, committed and efficient in my work. I stand out in my problem solving ability, communication skills and vast knowledge of digital systems.

## COMPUTER SKILLS

- Object Oriented Programming: Java, Python, C, C++.
- Framework: React (Javascript), Bootstrap.
- Android applications.
- Database Management: SQL, non-SQL.
- GNU Linux.
- Git, GitLab, GitHub, .NET.

## LANGUAGES

| | |
|---|---|
| **Spanish:** | Native |
| **English:** | Advance Level (C1) |
| **German:** | Basic level (B1) |

## FORMATION

**2019. 2023. Computer Science Engineering. Complutense University. Madrid.**

Complete training in English. Degree developed in 4 years. End of degree thesis development of a mobile application against sexual harassment of minors.

**2021 - 2022. Campus 42. Fundación Telefónica. Madrid.**

Programming Bootcamp

**2017-2019. High School of Excellence Diploma. Diego Velazquez High School. Torrelodones. Madrid.**

**2016-2017. Sophmore Year. Wheatland Union High School. Sacramento. California.**

## PROJECTS

2022-2023
**ANTI-GROOMING APP**

A native Android application powered by artificial intelligence, which detects images with explicit content on a minor's device.

2023
**MEETMYDOG**

A native Android App with authentication and geolocation systems, to help dogs to socialize

2022
**GAMERS-DEN**

A Web App to buy and sell second hand videogames using PHP, HTML, CSS.

## WORKING EXPERIENCE

2016
**Internship. SimpleKYC**

A company focused on due diligence checks for clients, businesses, and financial transactions.