

JESÚS GONZÁLEZ ÁLVAREZ

Computer Science Engineering student (Software Engineering)

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 Year of birth: 1999



PROJECTS

Connect4

Personal

2021

Web 3D game using ThreeJS and Tween. https://jesusgonzaleza.github.io/Connect4/

Web application for a laundry store Colada Perfecta Albayda

2020-2021

Q Granada, Spain

- REST API design and implementation using ASP.NET core and SQL server to control the machines through a serial port and manage the clients' data.
- Web application design and implementation to control the register, login, machines' control and balance.

Conway's Game of life

Personal

Web page where the user can interact with curious automaton, devised by the mathematician John Horton Conway in 1970. https://jesusgonzaleza.github.io/GameOfLife

PGM images editor UGR-MP- With honors

≅ 2017

Console applications that allow to edit a PGM image and rebuild it applying and algorithm that calculates the optimal dimensions to visualize it.

https://jesusgonzaleza.github.io/PGM-Images-Editor

Business calendar

Udemv

Web application with which a team can organise events, adding, deleting, editing or visualizing them. Only the person who created an event has edit, delete permissions.

https://jesusgonzaleza-calendar.herokuapp.com

EDUCATION

Software Engineering (Erasmus)

2021-2022

♥ Vilnius University

Computer Science Engineering (Software Engineering)

🛗 2017 - Now

Q University of Granada

Double degree of Computer Science Engineering y Business administration (Unfinished)

2017 - 2019

University of Granada

TECHNICAL SKILLS

Frontend Backend Testing UX-UI
Agile methodologies Version control
No-Sql

SOFT SKILLS

Leadership Inventive Hard-working
Self-taught

TECHNOLOGIES

React.js Angular Redux Three.js ASP.NET Core Node.js Express Testing-library Jest Enzvme SQL server Mysql MongoDB Firebase C++ **Typescript Javascript** Java Ruby

LANGUAGES

Spanish (Native)

English (Cambridge: First Certificate)