

JOAQUIN VILA

COMPUTER SCIENCE AND TECHNOLOGY

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PROGRAMMING LANGUAGES

- Proficient: Java, C
- Intermediate: JS, Python, C#, C++, Elixir
- Basic: PHP

TECHNOLOGIES

HTML, CSS, SQL, Git, GitHub, phpMyAdmin, MySQL, Linux, Apache, Node.js, Angular, Docker, APIs, Selenium, GeoJSON, Leaflet, Redis, GraphQL, PostgreSQL, Unity, VR, AR

EDUCATION

MONTERREY INSTITUTE OF TECHNOLOGY (ITESM) (2017 – present) Graduating in Dec 2022
BSc Computer Science and Technology. GPA: 3.5

Notable Modules:

- Software engineering
- OOP and Data Structures
- Web development
- Software Quality and Testing
- Project Management

Societies:

- Hackathon Major League Hacking
- Competitive programming club
- Video game development club

MAJOR PROJECTS

AUGMENTED REALITY ADVERTISING APP: Developed mobile AR app to bring 2D posters to life with 3D pop-out graphics when viewed through a smart device at Hackathon Competition.
github.com/JoaquinVila13/AR-ad-hackathon

VR ELECTRIC MOTOR TRAINING SIMULATOR: Developed 3D VR simulation used to research on replacing physical training with VR, teaching students how to connect wires inside a motor.
github.com/JoaquinVila13/VR-motor-simulator

LIVE COVID-19 WEB MAP: Developed a web page featuring a map with the number of active Covid-19 cases across the United States. Data is updated using APIs.
github.com/JoaquinVila13/covid19-map-api

CULTURAL EDUCATION WEB APP: Developed a web app to help tourists and migrants to learn about the local culture and customs of a new country using a gamified quiz system.
github.com/JoaquinVila13/easyCulture

VIDEOGAME FOR PALSYP REHABILITATION IN CHILDREN: Developed 2D videogame which promotes active movement in children with cerebral palsy to help in their recovery therapy.
github.com/JoaquinVila13/game-therapy

WORK EXPERIENCE

EDUCATION MENTOR Aug 2018 - Aug 2019

PREPANET

Online IT mentor for an educational program aimed at young people and adults in a situation of social inequality, thus contributing to the reduction of the educational gap.

CERTIFICATIONS

- Introduction to Artificial Intelligence (Coursera, 2021)
- Introduction to Virtual Reality (Coursera, 2020)
- Programming for Everybody Python (Coursera, 2020)
- Introduction to Networks (Cisco, 2019)

LANGUAGES

- English (Full working proficiency)
- Spanish (Native)
- German (Intermediate)