

# JOAQUIN VILA

## COMPUTER SCIENCE AND TECHNOLOGY

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### PROGRAMMING LANGUAGES

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

### TECHNOLOGIES

Unity (3D, 2D, VR, AR), Google VR, Vuforia AR, WebGL, HTML, CSS, SQL, Git, GitHub, Node, phpMyAdmin, PostgreSQL, Linux, Apache, Angular, Docker, JSON, APIs

### EDUCATION

**MONTERREY INSTITUTE OF TECHNOLOGY (ITESM)** (2017 – present) Graduating in Dec 2022  
BSc Computer Science and Technology. Predicted 1<sup>st</sup> Class.

#### Notable Modules:

- Software Engineering
- OOP and Data Structures
- Software Quality and Testing
- Project Management
- Video game development

#### Societies:

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

#### Certifications:

Introduction to Virtual Reality - Coursera

### MAJOR PROJECTS

#### AUGMENTED REALITY ADVERTISING APP:

Developed Unity 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](https://github.com/JoaquinVila13/AR-ad-hackathon)

**VR ELECTRIC MOTOR TRAINING SIMULATOR:** Developed Unity VR simulation used to teach students how to connect wires inside a motor, to research replacing physical training with VR.  
[github.com/JoaquinVila13/VR-motor-simulator](https://github.com/JoaquinVila13/VR-motor-simulator)

**VIDEOGAME FOR PALSY REHABILITATION IN CHILDREN:** Developed Unity 2D videogame which promotes active movement in children with cerebral palsy to help in their recovery therapy.  
[github.com/JoaquinVila13/game-therapy](https://github.com/JoaquinVila13/game-therapy)

**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](https://github.com/JoaquinVila13/covid19-map-api)

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

### WORK EXPERIENCE

**EDUCATION MENTOR** Aug 2018 - Aug 2019

#### PREPANET

Computer Science mentor for an educational program aimed at helping young people with socioeconomic disadvantages, thus contributing to the reduction of the education gap.

### LANGUAGES

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

References Available Upon Request - UK Settlement status: Pre-Settled status