

# Mario Sanjuan Cantó

## COMPUTER SCIENCE STUDENT

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## PROFILE

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I am a passionate Computer Engineering student with a strong interest in software development, Big Data, artificial intelligence, and virtual/augmented reality. I enjoy turning innovative ideas into real solutions and I am constantly seeking opportunities to deepen my knowledge and apply my skills to meaningful projects.

## LANGUAGES

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**English:** C1 Cambridge

**Spanish:** Native

**German:** Basic (A1)

**Valencian:** Native (C1)

**French:** Basic (A1)

## LABORAL EXPERIENCE

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### 2024-Present.

#### Internship in the UPV

I am working as a researcher and software developer on Virtual Reality and Artificial Intelligence applied to health at the Polytechnic University of Valencia.

### 2024-2025.

#### Coordinator of Interactive

I have worked as the coordinator of the spontaneous generation Interactive, I was the one in charge of managing all the resources of the group, establishing future goals and encouraging all the people to start their own projects for the group. In addition, I was also working as a software developer for the group.

### 2022-2024.

#### Software Developer / Teacher at Interactive

I have worked as a developer creating 3D, Virtual Reality, and Augmented Reality applications using Unity. Additionally, I was responsible for teaching new group members the fundamentals of Unity and programming.

### 2023-2023.

#### Teacher in CampusTEC

Over the course of two weeks, I taught teenagers about mobile app development using AppInventor

### 2023-2023.

#### Teacher at the Science Week held at the Higher Polytechnic School of Alcoy (UPV)

The primary objective of this activity has been to provide an introduction to the concept of video games and their creation process to high school and FP students

### 2023-2023.

#### Speaker on Virtual Reality/Augmented Reality at GameGen at the Rey Juan Carlos University, Móstoles Campus

Over the course of 4 days, I was in Madrid with my colleagues representing a spontaneous generation group from UPV and also giving a lecture on Virtual/Augmented reality.

## EDUCATION

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### Bachillerato

2018-2020

Colegio la Salle Alcoy

### University Studies

UPV 2020-currently

I am currently a student of Computer Science in the EPSA UPV

### Participant in the I2Planet course held at ESADE Barcelona and CERN Switzerland.

Over the course of 10 days I had the honor of taking a research course (3 days in Barcelona and 7 days at CERN) in which we developed solutions for problems on a Planet Y, and then applied them to a real problem on Earth.

### Participant in the Erasmus+ Blended Intensive Program (BIP) in Lathi

Participated in the Erasmus+ Blended Intensive Program in Finland, where I collaborated with an international team to develop an augmented reality prototype addressing university campus navigation challenges. Gained hands-on experience in XR technologies and cross-cultural teamwork.

### Python Course

2025

Over the course of a month, I successfully completed an intensive Python course, where I strengthened my programming skills and gained hands-on experience with essential libraries such as NumPy, pandas, and Matplotlib.

### Introduction to Data Engineering Course

2025

Completed a foundational course covering the role, responsibilities, and key tasks of a data engineer. Gained an understanding of various database types, structures, and concepts in data architecture and pipeline design

### Introduction to Relational Databases Course

2025

Completed a course focused on relational database concepts, gaining practical experience with SQL-based systems such as MySQL and PostgreSQL. Developed foundational skills in data modeling (EDR), querying, and database management.

### SQL Intermediate-Advanced Querying Course

2025

Completed a hands-on course focused on intermediate to advanced SQL querying techniques. Gained experience working with real-world datasets, enhancing skills in data manipulation, complex joins, subqueries...

## SKILLS

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- Intermediate-advanced knowledge of Unity (C#)
- Intermediate knowledge in Virtual Reality Unity.
- Intermediate-advanced knowledge of python and SQL
- Intermediate level of Java
- Basic Knowledge of C++ and C
- Basic Knowledge of Blender
- 2023 | Chess Referee Broadcasting Course

## AWARDS

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### Best university access grade

Best university access grade of all the entire campus from Alcoy to the grade of Computer Engineering

### Awards for the Best Academic Record - First year

Grade: 9,340