Emilio Torres

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SKILLS

- Languages: English (fluent in speaking, reading, and writing), and Spanish (native language).
- Programming Languages: Rust, JavaScript/HTML/CSS/TypeScript
- Frameworks and Libraries: Angular, React, and Unity.
- Tools: Git, Figma, and Linux.
- Interests: Currently, I'm making small games with Unity and tinkering around with WebAssembly via Rust.

WORK EXPERIENCE

Angular Front-End Intern

April 2020 - 2020

Travelpal

- Led the design and development of robust Angular components, aligning with project specifications.
- Assisted in integrating the back-end responses with the front-end.
- Employed best practices in writing comprehensive unit tests for all new features and existing ones, ensuring high code quality and application reliability.

Technologies used: Angular, Javascript, Typescript.

Software Development Intern (during highschool)

June 2017 - 2018

RocSystems

- Enhanced the functionality of a web application by implementing dynamic features using PHP and JavaScript, improving user experience and site efficiency.
- Developed an automated sales reporting system using PHP, streamlining business processes and improving the accuracy of sales data.
- Leveraged Python to automate server deployment processes, significantly reducing manual effort and potential errors.
- Optimized application performance and improved user experience by implementing multithreading in the existing Python-based software.

Technologies used: PHP, JavaScript, Python, and Raspberry Pi.

PERSONAL PROJECTS

El Painto GitHub Website

A tool to match colors between paint companies or find the closest paint color by RGB/HEX values.

Galaxer GitHub Google Play

Developed an Android app, a strategy game for 2, 3, or 4 players made using C# and Unity.

Markov Tweets GitHub

A Twitter bot that uses a Markov chain to analyze and mimic how other people tweet using Python and TwitterAPI.

EDUCATION

University of Calgary January 2020 - 2024

Bachelor's in Computer Science