# Miguel Ángel Torres López

Granada, Spain

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# Education

#### ETSIIT (Escuela Técnica Superior de Ingenierías Informática y de Telecomunicación)

Granada, Spain

Sep. 2013 - Sep. 2018

BACHELOR OF COMPUTER SCIENCE ENGINEERING AT UNIVERSITY OF GRANADA

• Average grade: 7.878

## Skills

**Programming** Java, C++, C, Python, Android, MySQL

Web HTML5, CSS3, PHP, JavaScript, Bootstrap 3, Django, JQuery

**Languages** Spanish (native), English (B2 Cambridge)

**Others** Motivated to learn new skills, competent at organizing and planning, team player and autodidactic.

# Experience \_\_\_\_\_

RTI Granada, Spain

SOFTWARE ENGINEER

Oct. 2018 - PRESENT

- I was part of the Support team for 6 months, in direct contact with the customers, resolving all kinds of technical problems with the product using tools like Wireshark and GDB.
- · Working with Java in RTI's Code Generator, a product that from a data type defined on IDL, XML, or XSD files generates the API to define and register your data type with RTI's Connext DDS.
- Developed new features for Code Generator Server, which starts a server in Java for eficiency purposes, and receives requests via TCP with the command to generate the code. I worked on the product revamp, implementing a multithreaded version and a new logging system.
- · I also worked on modernizing the examples of the generated code, making them more suitable for customer needs, including more advanced examples.

# **Projects**

#### Augmented board game using ARCore

Android, Unity, ARCore

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Sep. 2017 - Sep. 2018

- Research and developement project about Augmented Reality technologies using Unity engine.
- Focused on the **ARCore** platform.
- Planning and development carried out using agile development methodologies.

## Interactive museum via QR code

Android

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• Final project for the subject **Application programming for mobile devices**.

- Android application using QR code scanning.
- When reading the code of a work of art from a museum, it presents a related guiz to the user.

### Restaurant management website

Django y Bootstrap

Feb. 2017 - Jun. 2017

Sep. 2017 - Jan. 2018

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- Final project for the subject Web applications developement.
- · Web developed with **Django** and user interface with **Bootstrap**.
- Simplified management of restaurants located in a MongoDB data base.

## **DEC - Social media website**

HTML, CSS, PHP, JS y MySQL

Feb. 2017 - Jun. 2017

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- Final project for the subject **Web programming**.
- Web based on the classic functionality of a social media application.
- Allows users to sign up, post content and comment on posts.