Miguel Ángel **Torres López**

COMPUTER SCIENCE ENGINEER

Granada, Spain

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Education

ETSIIT (Escuela Técnica Superior de Ingenierías Informática y de Telecomunicación) *Granada, Spain*

BACHELOR OF COMPUTER SCIENCE ENGINEERING AT UNIVERSITY OF GRANADA *Sep. 2013 - Sep. 2018*

- Average grade: 7.878

Skills

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

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

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

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

Projects

Augmented board game using ARCore *Android, Unity, ARCore*

END OF DEGREE PROJECT *Sep. 2017 - Sep. 2018*

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

Restaurant management website *Django y Bootstrap*

SUBJECT PROJECT *Sep. 2017 - Jan. 2018*

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

DEC - Social medium *HTML, CSS, PHP, JS y MySQL*

SUBJECT PROJECT *Feb. 2017 - Jun. 2017*

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

Interactive museum via QR code *Android*

SUBJECT PROJECT *Feb. 2017 - Jun. 2017*

- 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 the user a quiz related to it.

Experience

RTI *Granada, Spain*

SOFTWARE ENGINEER *Oct. 2018 - PRESENT*

- Part of the Support team.