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 - Jun. 2018*

- Average grade: 7.708

Skills

Programming	Java, Python, Android, Ruby, C++, MySQL
Web	Bootstrap, Django, HTML5, CSS3, PHP, JavaScript, JQuery
Languages	Spanish (native), English (B1-Cambridge)
Others	Motivated to learn new skills, competent at organizing and planning, team player and autodidactic.

Honors

Feb. 2017 **Certificate**, GESPROMUSACC (2016-295) project commissioned by CAJAGRANADA museum   *Granada, Spain*

Projects

AR game with ARCore API   *Android, Unity, ARCore*

IN DEVELOPMENT   *Sep. 2017 - Jun. 2018*

- Research and developement project about **Augmented Reality** technologies using **Unity** framework.
- Focused on **ARCore** platform.
- Mobile application with **educational** purposes.

Restaurant management website   *Django y Bootstrap*

GITHUB LINK   *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*

GITHUB LINK   *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*

GITHUB LINK   *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.