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*

BSc COMPUTER SCIENCE ENGINEERING *Sep. 2013 - Jun. 2018*

- Average grade: 7.708

Abilities

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 the Museum CAJAGRANADA *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 **Internet application developement** subject.
- 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 **Web programming** subject.
- 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 **Application programming for mobile devices** subject.
- 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.