ngel Torres López

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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, 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.

Honors

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

Granada, Spain

Projects_____

SUBJECT PROJECT

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Augmented board game using 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

• 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

• 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

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.

Django y Bootstrap

Android, Unity, ARCore

Sep. 2017 - Jan. 2018

Feb. 2017 - Jun. 2017

HTML, CSS, PHP, JS y MySQL

Android