

Miguel Ángel Torres López

COMPUTER SCIENCE ENGINEER

Granada, Spain

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Education

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

BACHELOR OF COMPUTER SCIENCE ENGINEERING AT UNIVERSITY OF GRANADA

- Average grade: 7.878

Granada, Spain

Sep. 2013 - Sep. 2018

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

SOFTWARE ENGINEER

Granada, Spain

Oct. 2018 - Mar. 2021

- 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 Connex DDS.
- Developed new features for Code Generator Server, which starts a server in Java for efficiency 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

Restaurant management website

GITHUB LINK

Django y Bootstrap

Sep. 2017 - Jan. 2018

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

DEC - Social media website

GITHUB LINK

HTML, CSS, PHP, JS y MySQL

Feb. 2017 - Jun. 2017

- 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.

Augmented board game using ARCore

GITHUB LINK

Android, Unity, ARCore

Sep. 2017 - Sep. 2018

- Research and development 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

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Android

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 a related quiz to the user.