

# 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.