

A screenshot of the Sevilla Metro web application. It shows a map of Seville with a highlighted route from 'Avenida de Italia, Bermejales' to 'Hospital de la Macarena'. A large orange callout bubble highlights a specific route segment. The route details are listed as follows:

- Camina 4 minutos hacia la parada de metro Pineda
- M entra en la parada de metro (2 minutos)
- 10 paradas (19 minutos)
- M Sal de la parada La Macarena (2 minutos)
- Camina 4 minutos hasta tu destino

The total travel time is 27 minutes. There are social sharing icons at the top right.

Sevilla Metro

Shipped a functional webapp that showcases public transportation routes with a not-yet-existing metro line in Seville.

PlayPlay Assistant

Made a mockup to convince other developers to get them onboard my project.

Employees' Choice in company hackathon

A screenshot of a 'share' dialog box. It includes options like 'Share your PlayPlay', 'Go to Screen 2', 'Generate an HD render of your video', and 'Search stock images with Share...'. There are also 'Cancel' and 'Share' buttons.

Mobile Apps

Some of these have been developed into functioning apps.

Five screenshots of mobile applications:

- Jugador 1:** A game screen with a circular board containing letters A-Z and various icons. A blue circle highlights a section. Buttons for 'Final.' and a microphone are visible.
- Jugador 2:** A game screen showing a letter 'O' with the text 'INCORRECTO' and 'La respuesta correcta era opaco'.
- Joined:** A screen showing a radar chart with segments labeled 1. AFINIDAD (50%), 2. TOKEN (10%), 3. FIDELIZACIÓN (30%), 4. LOGÍSTICA (60%), and 5. ACREDITACIÓN (80%). Below it is a list of features: 1. Afinidad genérica con la Web 3.0, 2. Tokenización, 3. Programas de fidelización, 4. Logística y trazabilidad custodiada, 5. Acreditación de formaciones, and 6. Eficacia y optimización de pagos.
- Almost done:** A user profile creation screen asking for age, gender, and flight number, with a 'Continue' button.
- TickerX:** A dark-themed app showing a digital clock with '\$BTC' and a list of coins: \$BTC, \$ETH, \$BNB, and \$BUSD. It asks 'What ticker do you want to follow?' and has a 'Continue' button.

BBVA Hackathon

Mockup that was later developed into a webapp.

BBVA Microsoft Challenge Winner

Three screenshots of the BBVA Lebron Experience mobile application:

- Cartera Tokenizada:** Shows a card for 'BBVA Blockchain' with a purple background and a white logo.
- Crear activo tokenizado:** A customization screen for an asset, showing a color palette and a preview image of a smartphone.
- Lebron Experience:** A screen featuring a basketball player and details about permanent advantages.

Hunger4Innovation

One of the multiple Proof-Of-Concepts presented.

Hotelbeds Challenge Winner

A complex dashboard titled 'Hunger4Innovation' showing market trends and customer profiles. It includes sections for 'Top trending destinations', 'Trending activities grouped by destination', and 'Customer profile grouped by destination'. The dashboard uses a color-coded scheme of red, green, and blue.

Residence Management

Implemented webapp.

Made for Magnolia Tree House residence complex in Seville, Spain

A screenshot of the Residence Management web application for Magnolia Tree House. It shows a list of properties and a detailed view of 'RESIDENCIA Avenida de la Palmera 7'. The detailed view includes tabs for 'Habitaciones' (Rooms), 'Residentes' (Residents), and 'Comidas' (Meals). It lists room numbers 301 through 401, their occupants, and availability dates.

Sonic Tracker

Released a webapp that tracks cryptocurrency portfolios

A screenshot of the Sonic Tracker web application. It shows a transaction form for 'Compra' (Buy) with fields for 'Divisa' (Currency), 'Recientes' (Recent), 'Cantidad' (Quantity), and 'Precio' (Price). The price is set to '\$20,000.00'. To the right is a portfolio summary showing a balance of '\$20,000.00' and a profit/loss of '\$2,000.00'. Below that is a table of transaction history and a 'Historial de transacciones' (Transaction History) table.

Thank you!