Moises Sanchez Lopez

+52 444 829 8116 | San Luis Potosi, SLP | <u>LinkedIn</u> | <u>GitHub</u> | <u>moises.sanchez.lopez@hotmail.com</u> **PROFILE**

Information Technology graduated with 3+ years of experience as a Developer. Seeking to advance my career by honing my programming skills as well as my developer skills.

EXPERIENCE

IOS Developer Trainee

Insulet 2023-2024

Enrolled in the Developer Trainee program at Insulet, starting by learning the use of Swift and SwiftUI for Mobile Applications Development focused on IOS. Taking an active participation in Agile Methodologies, and learning programing skills like Design Patterns, API integrations, Data Storage and Unit Testing. I took part in the Insulet application as well, solving Tickets and performing Code Reviews along with my co-workers.

VR/AR Developer UPSLP 2022-2023

Developed a Kuka robot project using Microsoft Hololens v2 and Android Phone with Unity as IDE. The objective of this project was allowing users to control a virtual version of KUKA Agilus KR6R700 SIXX, using this version, the users were able to learn about the robot movement and best practices to avoid accidents.

VR Developer Fyware 2021-2022

Developed a project using Meta Quest 2 to improve employee safety while using a LOTO system. The project was focused on Unity as an IDE, and allowed users to improve the knowledge of best LOTO practices when they were working with it.

PROJECTS

Weather App Clone: An IOS 16 weather app clone, implementing API calls for OpenWeatherAPI. Using SCRUM, API integration, URL session Calls and SwiftUI.

The Movie Catalog: A movie database application, applying knowledge of MVVM, Singleton, States and SwiftUI.

Cat APP: An application for IOS 16 where users could store Pet Data, using The Composable Architecture(TCA), Core Data, and performing Unit Testing to improve code testing.

AirBnb Clone: An application for IOS 15 simulating AirBnb application, where I learned techniques for Storing Data for users rentals, allowing the application to Log in and Sign up using FireBase.

Kuka AR Trainer: Application using Unity and Microsoft HoloLens V2, focused on learning movement and improving security while using a Kuka Agilus KR6R700 SIXX robot.

CERTIFICATIONS

Unity Certified User: Programmer

FCE Cambridge (B2).

Unity Certified User: VR Developer

Microsoft Specialist

EDUCATION

Universidad Politécnica de San Luis Potosí

2017-2023

Information Technology Engineer