Pau Nonell Isach's CV

Date of birth: 13/07/1996
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EDUCATION

09/20 – 09/21   **Master in Intelligent Interactive Systems**
Universitat Pompeu Fabra (UPF), Barcelona (GPA: 3.56/4.0)

09/15 - 06/20   **Degree in Multimedia Engineering**
La Salle – Universidad Ramon Llull, Barcelona (GPA: 3.5/4.0)

09/19 - 01/20   **Exchange program of the degree in Multimedia Engineering**
National Chengchi University (NCCU), Taipei, Taiwan

09/14 - 06/15   **First course of the degree in Architecture**
La Salle – Universidad Ramon Llull, Barcelona

09/12 - 06/14   **Technological High School**
Graduated with honors (#1 of class). *IES Vil·la Romana, La Garriga*

WORKING EXPERIENCE

02/23 – Today   **Wildbytes SL.** *Barcelona*

Creative Technologist (Software developer) Coding Team

Functions:
- Develop technological projects related to innovation and creativity, which includes AR, VR, Web, Interactive Installations...
- Code the needed software for the projects, specially in Unity and Python
- On-site installation and support of the final product (national and international)
- Support the technical production management of hardware and software
- Coordinate freelancers hired for specific tasks of the projects
- Research and test novel technologies which may be useful for new projects

09/21 – 10/22   **La Salle – Universitat Ramon Llull.** *Barcelona*

Researcher & Associate Professor Engineering department, Research Group on Media Technologies

Functions:
- Assisting in the research development of several projects related to AI, Computer Vision and Human-Computer Interaction
- Writing of reports and publications related to the research projects
- Coordinator and professor of Advanced Multimedia Productions (4th grade Degree in Multimedia Engineering)
- Coordinator and professor of Interactive Installations (2nd grade Degree in Digital Interaction and Computing Techniques)
- Professor of Introduction to Robotics (2nd grade Degree in Electronic Engineering)
- Supervisor of several students' Final Degree Projects
- Responsible and technician of the university's 3D printers

Projects:
- Analysis of multimodal capture systems based in haptic and visual low-dimension features, its perceptual representation and object recognition classifiers.
- Automation of tissue segmentation in skin wound images with deep learning image processing techniques

09/20 – 06/21   **La Salle – Universitat Ramon Llull.** *Barcelona*

       Research assistant Engineering department, Research Group (

       Functions:
- Assisting in the research development of several projects related to AI and Computer Vision
- Collection of data and processing of it for the projects
- Writing of reports
- Researching publications and methods related to the projects carried out

       Projects:
- Automation of control of fields by means of a moving robot with a camera
- Analysis of skin wound images with image processing techniques

06/17 - 05/18   **INVERPRIBAN.** *Barcelona*
       Fintech specialized in investments and loans with 15 employees

       Front-end Intern Technology department, reporting to the CTO

       Functions:
- Programming all the Front-End of a platform called FiValue, whose objective was to automate the functions performed by the company Inverpriban
- FiValue Platform Back-End Assistance
- Design of the FiValue platform together with the marketing team
- Programming the Front-End of the company's Intranet

       Projects:
- Construction in its entirety of the FiValue platform, whose functionalities include the management of investments and loans, calculation of loan quotas and capital movements

LANGUAGES

Spanish (Native), Catalan (Native), English (Fluent; Advanced Certificate -C1-), French (Intermediate, -B1-), Chinese (Intermediate; HSK II -A2-)

COMPUTER AND TECHNICAL SKILLS

Computing:
- o   Basic: Office Package (Advanced)
- o   Programming languages: Python (Advanced), C++ (Advanced), HTML (Advanced), Javascript (Advanced), CSS (Advanced), PHP (Advanced), Java (Medium), SQL (Medium), C (Medium), Qt/QML (Medium)
- o   Robot programming: ROS (User)
- o   Databases: FireBase (Advanced), PostgreSQL (Medium), MySQL (Medium)
- o   Digital Processing: Matlab (Advanced)
- o   Web development: Axure (Medium), Adobe Experience (User)
- o   Game development: Unity (Advanced), Unreal Engine (User)
- o   App development: Android (Medium)

Audiovisuals:
- o   Modeling and animation: AutoCad (Medium), 3Ds MAX (Medium), Google SketchUp (User)
- o   Photo and Graphic Editing: Adobe Photoshop (Advanced), Adobe Illustrator (Advanced), Lightroom (User)
- o   Video editing: Adobe Premiere (Advanced), Adobe After Effects (Advanced), Windows Movie Maker (Medium), iMovie (Medium)
- o   Sound editing: Audacity (Medium)

Electronics and Product prototyping:
- o   Processors: Raspberry Pi (Advanced), Arduino (Advanced)
- o   3D Printing: CURA (Medium)
- o   Electronics: Fritizing (Medium)