PAU NONELL ISACH

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ABOUT ME

Creative Technologist and **AI Researcher** with a multidisciplinary background in **Multimedia Engineering** and a Master's in **Intelligent Interactive Systems**. Experienced in developing innovative interactive experiences, including **Computer Vision**, **AR/VR**, and **robotics**, both in academic research and commercial environments.

WORK EXPERIENCE

Creative Technologist at Wildbytes SL   **Feb 2023 – Present**

- Develop and deploy interactive projects combining AR/VR, web, and physical installations, with a focus on Unity (C#) and Python development.
- Oversee international on-site installations, support hardware/software integration, and contribute to technical planning and execution.
- Coordinate external collaborators and freelance developers to ensure quality delivery.
- Conduct research and prototyping of emerging technologies for future innovation.

Associate Researcher & Professor at La Salle - Ramon Llull University   **Sept 2021 – Oct 2022**

- Contributed to AI research projects, including multimodal feature analysis combining haptic and visual inputs for perceptual modeling, and deep learning-based tissue segmentation in medical imagery.
- Authored technical reports and academic publications in collaboration with the university's Media Technologies Research Group.
- Served as coordinator and professor for Advanced Multimedia Productions, Introduction to Robotics and Interactive Installations, among others.
- Supervised several students' Final Degree Projects and managed the university's 3D printing facilities.

Research assistant at La Salle - Ramon Llull University   **Sept 2020 – June 2021**

- Participated in research projects including robotic field monitoring using Computer Vision and automated skin wound image analysis through image processing techniques.
- Collected, processed, and analyzed data for academic and applied research projects.

EDUCATION

Master in Intelligent Interactive Systems   **Sept 2020 – Sept 2021**
Pompeu Fabra University (UPF), Barcelona (GPA: 3.56/4.0)

Degree in Multimedia Engineering   **Sept 2015 – June 2020**
La Salle - Ramon Llull University, Barcelona (GPA: 3.5/4.0)

International Exchange Program in Multimedia Engineering   **Sept 2019 – Jan 2020**
National Chengchi University (NCCU), Taipei, Taiwan

TECHNICAL SKILLS

Programming languages: Python, C++, C#, JavaScript, HTML, CSS, PHP, Java, SQL, C, Qt/QML

Frameworks & tools: Unity, Unreal Engine, ROS, Firebase, PostgreSQL, MySQL, Matlab, Android, Touchdesigner

Hardware & Prototyping: Arduino, Raspberry Pi, 3D Printing (CURA), Electronics Prototyping (Fritzing)

Computer Vision & AI: OpenCV, PyTorch, Tensorflow, Scikit-learn, Keras

Design & Multimedia: Adobe Photoshop, Illustrator, Premiere, After Effects; AutoCAD, 3Ds Max, Audacity

LANGUAGES

Spanish (Native), Catalan (Native), English (Fluent - C1), French (B1), Chinese (HSK II / A2)