# Pau Nonell Isach's CV

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Complete portfolio at: <a href="http://pnonell.github.io">http://pnonell.github.io</a>

#### **EDUCATION**

09/20 - 09/21	Master in Intelligent Interactive Systems Universitat Pompeu Fabra (UPF), Barcelona (GPA: 3.56/4.0)
09/15 - 06/20	<b>Degree in Multimedia Engineering</b> <i>La Salle – Universidad Ramon Llull, Barcelona</i> (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	<b>Technological High School</b> Graduated with honors (#1 of class). <i>IES Vil·la Romana, La Garriga</i>

# 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.
- 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

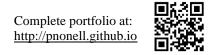
Researcher & Associate Professor Engineering department, Research Group on Media Technologies

# **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 (4<sup>th</sup> grade Degree in Multimedia Engineering)
- Coordinator and professor of Interactive Installations (2<sup>nd</sup> grade Degree in Digital Interaction and Computing Techniques)
- Professor of Introduction to Robotics (2<sup>nd</sup> 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 on Media Technologies

#### 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, -A2-), Chinese (Intermediate; HSK II -A2-)

# COMPUTER AND TECHNICAL SKILLS

# **Computing:**

- Basic: Office Package (Advanced)
- o <u>Programming languages</u>: 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 <u>Digital Processing</u>: Matlab (Advanced)
- o Web development: Axure (Medium), Adobe Experience (User)
- o <u>Game development</u>: Unity (High), Unreal Engine (User)
- o <u>App development</u>: Android (Medium)

#### **Audiovisuals:**

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

# **Electronics and Product prototyping:**

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