

PAU NONELL ISACH

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PROFILE

I'm a last year Multimedia Engineering degree student. I have working experience in web development and programming. I consider myself a responsible and creative person with the desire to contribute new ideas and carry them out. As an Engineer I have a lot of interest in developing technologies such as computer vision or artificial intelligence. But as Multimedia I value the design and the visual impact that technology can produce. I believe that these two aspects are not incompatible but complement each other.

EDUCATION

- | | |
|-------------|---|
| 2019 - 2020 | Exchange Course
<i>National Chengchi University (NCCU), Taipei, Taiwan</i> |
| 2015 - 2020 | Degree in Multimedia Engineering
<i>La Salle – Universitat Ramon Llull, Barcelona</i> |
| 2014 - 2015 | First degree in Architecture
<i>La Salle – Universitat Ramon Llull, Barcelona</i> |
| 2012 - 2014 | High School Graduate with Honors
<i>IES Vil·la Romana, La Garriga</i> |

MOST RELEVANT PRACTICES CARRIED OUT AT THE UNIVERSITY

Completed Portfolio at <http://pnonell.github.io>

PRESSURE ULCER DETECTION (Departmental Collaboration - 4th Course)

This practice is part of a research project of La Salle - Universitat Ramon Llull. This project intends to investigate different methods of computer vision and to develop software to be able to differentiate, in an image of a pressure ulcer, the part of the wound and the part of healthy skin. The aim of this project is to provide tools in the field of medicine to improve and assist in the diagnosis and treatment of this type of wound.

3D REPRESENTATION OF FACIAL LANDMARKS (Departmental Collaboration - 4th Course)

This practice is part of a research project of La Salle - Universitat Ramon Llull. This project is based on the practical use of a depth camera, specifically the Intel Realsense D435 camera. Using this camera and computer vision techniques, the aim is to obtain a 3D representation of certain landmarks of a subject's face. The software developed in this project is intended to serve as a tool for obtaining data for other projects related to the field of medicine.

DROP (Multimedia Production - 4th Course)

This practice consisted of designing and prototyping an electronic product that could be commercialized. The development of this was carried out with a team of 5 people with assigned roles. My specific role was hardware developer, so I had the function of choosing, designing and building the electronic components of the product. The final product consisted of a device with slots that detected the presence of mobile phones to encourage users to disconnect them through gamification. This final product was controlled by a RaspberryPi and Arduinos and incorporated the use of an app designed by the group itself to help manage gamification. This project allowed us to put into practice technical knowledge learned during the engineering degree, as well as to encourage self-learning by having to face new challenges during the development of the product.

TRONER (Object Oriented Design and Programming - 2nd Course)

This practice consisted in programming the Tron game using Java as a programming language. The game consisted of a central server that organized and controlled the games and the players that connected to the server and could start 2, 3 or 4 player games with different game modes. This practice allowed us to go deeper into the use of object-oriented programming and to create and decide on the functions of a server.

PWBOX (Web Projects II - 3rd Course)

This practice consisted in programming a cloud storage website (as Drive or Dropbox) using web programming languages. Among the functionalities of this website were the registration and login of users, the management of documents and folders and the possibility of sharing these documents with other users. This allowed us to put into practice knowledge of both the Back-End for the most part and the Front-End for the least part.

WORKING EXPERIENCE

June 2017 –

May 2018

INVERPRIBAN. *Barcelona*

Fintech specialized in investments and loans with about 15 employees.

Front-end Intern

Technology department

I reported to the company's CTO.

Functions:

- Programming of 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
- Working together with the design and marketing team for the design of the FiValue platform.
- Programming of 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, the calculation of loan quotas and the movement of capital.

LANGUAGES

Spanish: Native
Catalan: Native
English: Fluent - Advanced Certificate in English (C1)
Chinese: Regular - HSK II (A2)

COMPUTER AND TECHNICAL SKILLS

Computing:

Basic: Office Package (advanced level)

Programming languages: HTML (advanced level), Javascript (advanced level), CSS (advanced level), PHP (advanced level), Python (advanced level), Java (medium level), SQL (medium level), C (medium level), C++ (user level)

Databases: PostgreSQL (Medium level), MySQL (Medium level)

Digital Processing: Matlab (Advanced Level)

Web development: Axure (Medium Level), Adobe Experience (User Level)

Audiovisuals

Modeling and animation: AutoCad (Medium Level), 3Ds MAX (Medium Level), Google SketchUp (User Level)

Photo and Graphic Editing: Adobe Photoshop (Medium Level), Adobe Illustrator (Medium Level), Lightroom (User Level)

Video editing: Adobe Premiere (Advanced), Adobe After Effects (Advanced), Windows Movie Maker (Medium), iMovie (Medium)

Sound editing: Audacity (Medium Level)

MOBILITY AND AVAILABILITY

Availability to travel. Immediate incorporation.