Michel Comin Escude

Creative Technologist
Interaction Designer
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💼 EXPERIENCE

AUG 2016 - PRESENT
B-REEL, CA, USA
AUG 2013 - AUG 2016
B-REEL, SPAIN

CREATIVE TECHNOLOGIST
Developed insightful projects, trying to **push forward the boundaries of the interaction** of the user with the digital product using the latest technologies, in a variety of different projects:
· **Interactive Web Experiences** for Google, H&M or B&O (*Node, socket.io, Web APIs, React, Angular, three.js*).
· **Native & Built-In Feature Integration**, ranging from **live wallpapers** for the Pixel 2 devices to **interactive watch faces** for Google and Movado (*Java, C++, Android, Android Wear, OpenGL*).
· **Apps** (*React Native, Android, iOS*), **Bots** (*Dialogflow, Google Home*) and **other internal projects** (*Soli, OF, Tango, Unity, ARKit, ARCore, Raspberry Pi, WebGL, WebVR*).

OCT 2015, JUL 2016
LA SALLE, SPAIN

COLLEGE LECTURER - EXERTERNAL ADVISOR
Gave some Master's lectures at La Salle, regarding Interactive Projects for Modern Brands, which included a workshop to create **interactive webVR experience** (*three.js, node.js, socket.io, johnny-five*) that connected real and virtual world. Also worked as an exernal advisor for the HCI group, guiding the researchers and giving advice regarding technologies and interactions.

NOV 2014, NOV 2015
LA SALLE, SPAIN

THESIS EXAMINER
Being part of the examination board for different Bachelor students' thesis at La Salle college. I was in charge of **evaluating the students' thesis** on my own, and then **discussing with the board members** the final details and grade of each thesis.

NOV 2012 - PRESENT
BARCELONA, SPAIN

EXECUTIVE EDITOR - WEB DEVELOPER
Mindies is a webpage about indie/alternative music with an average of 3000 visitors/day. As part of a team of 7, I am responsible for deciding the editorial line and mantaining/updating the website. Sporadically I write news, and manage the social networks.

SEP 2012 - AUG 2013
HCI GROUP
LA SALLE, SPAIN

INTERACTION RESEARCHER - SOFTWARE/HARDWARE DEVELOPER
Working as part of a team of 4, I developed projects that create **new ways of interaction** between the user and the smart objects, through an **Augmented Reality** interface and other **Computer Vision** approaches (*Vuforia, Unity, Arduino, Kinect, electronics*).

SEP 2011 - JUN 2012
T-SYSTEMS, SPAIN

RESEARCHER - SOFTWARE DEVELOPER
Developed techniques at the Virtual Reality Center to support **marker-less Augmented Reality**. Also, developed **Android applications** that used **Computer Vision algorithms** (e.g. Face Detection) for brands such as Nissan and Fútbol Club Barcelona (*OpenCV, C++, Java, Android, Vuforia*).

MAR 2010 - JUL 2012
PARLIAMENT OF CATALONIA, SPAIN

CAMERA CONTROL UNIT OPERATOR - CAMERA OPERATOR
Responsible for the **image quality** (white level, hue, saturation, colour temperature, and related components of image quality) of the **live broadcast** in the plenary sessions of the Government of Catalonia.

AUG 2009 - MAY 2011
CCMA -TV3, SPAIN

POST-PRODUCTION TECHNICIAN
Responsible for the the non-linear editing system. Also, configured the system for introducing **augmented reality graphics in TV shows** as Sport Club, or live broadcast of the Elections special show.

APR 2009 - MAR 2011
LOTTO 6/49 - LOTERIA DE CATALUNYA, SPAIN

TECHNICAL DIRECTOR - CAMERA OPERATOR
Responsible for **recording and mantaining the quality of the live broadcasted signal** for Catalonia's lottery 'Lotto 6/49'. My responsabilities involved switching between video camera sources, maintaining the right colour and contrast between the studio cameras and operating the cameras.

🎓 EDUCATION

NOV 2012 - JUL 2013
LA SALLE, SPAIN

MASTER'S IN CREATION, DESIGN, MULTIMEDIA ENGINEERING AND SERIOUS GAMES
⭐ TOP OF THE CLASS · THESIS WITH HONORS
Studied how to **create new ways of interaction**, focused on the design as a key feature. Also studied how to **apply game mechanics** in all kind of situations to engage users. The thesis was about a new approach of engaging the user to take care of plants using an **Augmented Reality Mobile App** (*Unity, Vuforia, Android, iOS*).

SEP 2006 - NOV 2012
LA SALLE, SPAIN

BACHELOR DEGREE IN AUDIOVISUAL SYSTEMS ENGINEERING
⭐ TOP OF THE CLASS · THESIS WITH HONORS
Studied **telecommunications engineering** and I **majored in audio and image processing,** studying the gathering, processing, compression and transmission of audio and image signals. The thesis was about creating an **Augmented Reality Mobile App without markers** using PTAM (*OpenCV, C++, Java, Android, OpenGL*).

📖 FURTHER TRAINING

MAR 2013
MEDIA LAB, MA USA

GUEST RESEARCHER AT THE MIT MEDIA LAB
Worked on a project that explored the interactive possibilities in the intersection of **Augmented Reality** and **Internet of Things** enabling more insightful, **inspirational interaction** with others and our environment. The project was carried out at the Fluid Interfaces Group, headed by **Pattie Maes** (*Vuforia, Unity, Arduino, electronics*).

📰 PUBLICATIONS

JUL 2015

INTERVIEW FOR NEWSPAPER ABOUT INTERNET OF THINGS AND SMART OBJECTS
Spanish Newspaper "El Periódico"

Gave an interview to the spanish national newspaper El Periodico to talk about how the Smart Object and Internet of Things would affect the way we interact with our objects and surroundings, and how our privacy would be affected due to having devices constantly tracking our actions/behaviors.

JUN 2014

SÓNAR+D: SMARTAVATARS
Sónar+D, Barcelona

We exhibited SmartAvatars, the interaction model base on a mixed reality environment containing virtual avatars as a medium for the interaction between the user and the smart objects of the environment. We presented Flexo, a smart side lamp that lights when a virtual avatar touches it, and Qbox, and Augmented Reality educational toy in wich the avatar/virtual toy interacts with the physical one, and the other way around.

MAY 2014

PUBLICATION: SMARTAVATARS
IUI 2014 Workshop on Interacting with Smart Objects

This paper focuses on a new interaction model named SmartAvatars, which is based on a mixed reality environment containing virtual avatars as a medium for the interaction between the user and the smart objects of the environment.