



Pol Pla  
Engineering + Design

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## EXPERIENCE

Samsung Research America	<b>RESEARCH ENGINEER – STAFF 1</b> Conducts research on innovative technologies and products to feed Samsung's two to five year vision. Contributes to a multidisciplinary team participating in projects ranging from the creation of novel <b>wearables</b> and <b>mobile</b> devices (Galaxy and Note lines), to new <b>camera and sensing technologies</b> (Gear 360, Project Beyond, and depth sensing technologies), to new platforms and services for <b>Internet of Things</b> ecosystems (SmartThings integration and camera-based activity tracking). Responsibilities vary on a per project basis and involve <b>managing small project-oriented teams</b> , full stack <b>development</b> ( <b>Android</b> front end, <b>C++/C#</b> back end, <b>OpenCV</b> for computer vision algorithms, <b>C</b> firmware), and <b>UX/UI</b> design and implementation (Assets in <b>Illustrator</b> and <b>Photoshop</b> , mock-ups in <b>Pixate</b> ).	Mountain View, CA Sep 14 - Current
Empirical Interfaces	<b>CREATIVE DIRECTOR</b> Lead the design and interaction strategies for a start-up aiming to revolutionize cellphone-based communications. Developed all <b>interactive and graphic</b> materials ( <b>Illustrator</b> and <b>Photoshop</b> ), and participated in production as the lead <b>front-end developer</b> of the <b>Android</b> and <b>iOS</b> application. The company raised a seed round of \$1M.	San Francisco, CA Mar 13 - Dec 13
Mass. College of Art and Design	<b>VISITING PROFESSOR</b> Taught the course <i>Data Visualization of Connected Materials</i> as part of the Graduate Program in the Dynamic Media Institute. Served as a member of the <b>evaluation committee</b> in charge of awarding MFA degrees.	Boston, MA Jan 10 - Feb 13
Multitouch Barcelona	<b>CO-FOUNDER AND CHIEF TECHNOLOGIST</b> Co-founded the <b>creative, interactive</b> collective and design studio which experimented with massive interactive installations, built <b>multi-touch technologies</b> and <b>camera/sensor-based networks</b> . Work exhibited in MoMA (New York, NY) and the OFFF Festival (Paris, France); received the Vimeo Video Awards and FILE Prix Lux amongst others. Developed concept-to-production interactive camera/sensor-based projects ( <b>Illustrator</b> , <b>Photoshop</b> , <b>After Effects</b> , and <b>Cinema4D</b> for assets and <b>C/C++</b> , <b>Flash</b> for implementation), and delivered a variety of website projects (using <b>HTML</b> , <b>CSS</b> , <b>Javascript/JQuery</b> and <b>PHP</b> ).	Barcelona, Spain Jun 08 - Aug 10
Red Bull Music Academy	<b>LEAD GRAPHIC AND INTERACTIVE DESIGNER</b> Designed all print materials ( <b>Illustrator</b> and <b>Photoshop</b> ) and online content ( <b>HTML</b> , <b>CSS</b> , <b>Javascript</b> , <b>Flash</b> and <b>PHP</b> ) for this internationally-acclaimed month-long annual music event. As part of the responsibilities, <b>managed a team</b> of photographers, artists, and content producers.	Barcelona, Spain Sep 08 - Oct 08
Bryte Digital Communications	<b>WEB DEVELOPER AND DESIGNER</b> Functioned as a liaison between the <b>programming and design</b> departments. Ensured that the design team understood technological potential and that, likewise, developers fully integrated design decisions technically. Responsibilities include developing functionalities for a proprietary <b>PHP/MySQL-based CMS</b> and front-end website development ( <b>HTML</b> , <b>CSS</b> , <b>Javascript</b> and <b>Flash</b> ).	Barcelona, Spain Jun 07 - Jun 08

## ACADEMICS

MIT Media Lab	<b>DOCTORATE IN PHILOSOPHY IN MEDIA ARTS AND SCIENCES</b> Continued master's research in <b>Augmented Reality</b> and <b>Interaction Design</b> as a senior member of the Fluid Interfaces Group. Assisted principal researcher, Pattie Maes, in <b>graduate lectures</b> on <b>Human-Computer Interaction</b> . Published papers in relevant venues such as CHI and TEL.	GPA 5.0 / 5.0 Cambridge, MA 2012 - 2013 Not Completed*
MIT Media Lab	<b>MASTER IN MEDIA ARTS AND SCIENCES</b> Researched in the fields of <b>Augmented Reality</b> and <b>Interaction Design</b> with a focus on novel form factors for <b>display technologies</b> . Honed electrical/software engineering and design skills by developing <b>fully functional prototypes</b> . Projects developed during this period were developed in a variety of platforms: electronics prototyping in <b>Arduino</b> , PCB layout in <b>Altium</b> and <b>Eagle</b> , firmware development <b>C</b> , AR applications in <b>Java/Android</b> , <b>C++</b> , and <b>Unity (C#)</b> using <b>Vuforia</b> and <b>OpenCV</b> , fabrication design in <b>Rhino</b> .	GPA 5.0 / 5.0 Cambridge, MA 2010 - 2012
Universitat Pompeu Fabra	<b>MASTER IN MEDIA AND COGNITIVE SYSTEMS</b> Expanded expertise in <b>Human Computer Interaction</b> from a cognitive and psychological perspective. Developed <b>quantitative and qualitative analysis methods</b> and assisted in a variety of departmental research projects.	GPA 3.1 / 4.0 Barcelona, Spain 2007 - 2010
Universitat Ramon Llull	<b>BACHELOR IN SCIENCE IN MULTIMEDIA ENGINEERING</b> Developed a solid technical foundation in the disciplines of <b>Computer Science</b> and <b>Design</b> by partaking in this newly created interdisciplinary program. Thesis project was awarded with honors and finished top of the class.	Avg. 8.3 / 10.0 (Honors) Barcelona, Spain 2004 - 2008