

Carles Méndez-Ortega

Universitat Rovira i Virgili
Departament d'Economia
Av. Universitat 1
Reus (Tarragona), Spain 43204

carles.mendez@urv.cat
carles.mendezortega@gmail.com
ORCID: 0000-0003-3626-7500
Phone: +34 644 528 132

Education

Universitat Rovira i Virgili

Ph.D., Economics and Business, Expected 2019.

Fields: Location Economic Activity, Urban Economics, Software Industry.

M.A., Economics, 2016.

B.A., Economics, 2015.

Research Visiting

August-December 2018: Regional Economics Applications Laboratory (REAL),
University of Illinois at Urbana-Champaign, Urbana (Illinois) United States.

Research Interests

Regional and Urban Economics, Applied Microeconomics, High-tech industries,
GIS, Firm's Growth.

Dissertation

“Location of the Software and Video Game Industry in Metropolitan Areas”

This thesis analyzes the location of Software and Videogames firms within cities and the agglomeration processes with other creative using a wide range of methodological tools.

Supervisor: Josep-Maria Arauzo-Carod (josepmaria.arauzo@urv.cat)

Publications

Articles in Journals JCR

Méndez-Ortega, C. and Arauzo-Carod, J.M. (2019): “Locating Software, Video Game, and Editing Electronics Firms: Using Microgeographic Data to Study Barcelona”, *Journal of Urban Technology*, 26(3): 81-09.

Méndez-Ortega, C. and Arauzo-Carod, J.M. (2019): “Do software and video game firms share location patterns across cities? Evidence from Barcelona, Lyon and Hamburg”, *Annals of Regional Science*, forthcoming.

Other Publications

Arauzo-Carod, J.M., Coll-Martínez, E. and Méndez-Ortega, C. (2018): “Pautes locacionals de Sectors innovadors a escala metropolitana”, *Revista Econòmica de Catalunya*, (78), 42-52.

Méndez-Ortega, C. (2018): “Fusions i adquisicions: el cas de la indústria del software a Catalunya”, Report for the *Catedra per al forment de la innovació empresarial*, Publicacions URV, DL: T 278-2018.

Arauzo-Carod, J.M., Coll-Martínez, E. and Méndez-Ortega, C. (2017): “Aglomeración de Sectores Intensivos en Conocimiento: Una aproximación intraurbana”, *Papeles de Economía Española*, (157), 110-126.

Working Papers

Méndez-Ortega, C. (2019) "Entry determinants of the Software and Video games firms in Barcelona", *Working Paper CREIP 3-2019*.

Coll-Martínez, E. and Méndez-Ortega, C. (2019) "Location of Co-Working Spaces in the city", *Working Paper CREIP 2-2019*.

Work in progress “Agglomeration determinants of Software industry”.

“Firm’s location and local characteristics: the case of the Software industry in Madrid”, with Gómez-Antonio, M.

Conference, Seminar and Workshop Presentations

Invited Seminars

March 2018: Lunch Seminar AQR, “Place the Candy and Crush it: Entry determinants of the Software and Video game firms in Barcelona”, Universitat de Barcelona, Barcelona (Spain).

February 2018: ECONRES Seminar, “Place the Candy and Crush it: Entry determinants of the Software and Video game firms in Barcelona”, Universidad Autónoma de Madrid, Madrid (Spain).

November 2018. REAL Seminar Series – Fall 2018, “Place the Candy and Crush it: Entry determinants of the Software and Video game firms in Barcelona”, University of Illinois at Urbana-Champaign, Urbana IL (United States).

September 2018. REAL Seminar Series – Fall 2018, “Do Software and Video game firms share location patterns across cities? Evidence from Barcelona, Lyon and Hamburg”, University of Illinois at Urbana-Champaign, Urbana IL (United States).

International Conferences

August 2019. 59th ERSA Congress, “Location of Co-Working Spaces: A City Approach”, University of Lyon, Lyon (France).

May 2019. 9th European Meeting of the Urban Economics Association, “Place the Candy and Crush it: Entry determinants of the Software and Video game firms in Barcelona”, Tinbergen Institute, Amsterdam (The Netherlands).

May 2019. 2nd Catalan Economic Society Conference, “Place the Candy and Crush it: Entry determinants of the Software and Video game firms in Barcelona”, IEC Institute, Barcelona (Spain).

November 2018. 65th Annual North American Meetings of the RSAI, “Place the Candy and Crush it: Entry determinants of the Software and Video game firms in Barcelona” and “Location of Co-Working Spaces: A City Approach”, Hyatt Regency San Antonio, San Antonio TX (United States).

February 2018. 4th Geography of Innovation Conference, “Do Software and Video game firms share location patterns across cities? Evidence from Barcelona, Lyon and Hamburg”, Universitat de Barcelona, Barcelona (Spain).

November 2017. XLIII International Conference in Regional Science, “Do Software and Video game firms share location patterns across cities? Evidence from Barcelona, Lyon and Hamburg”, Universidad Pablo Olavide, Seville (Spain).

September 2017. 6th Central European Conference in Regional Science, “Location of the Software and Video game firms: an insight into the case of Barcelona using microgeographic data” and “Do Software and Video game firms share location patterns across cities? Evidence from Barcelona, Lyon and Hamburg”, Matej Bel University, Banska Bystrica (Slovakia).

August 2017. 57th ERSA Congress, “Location of the Software and Video game firms: an insight into the case of Barcelona using microgeographic data”, University of Groningen, Groningen (The Netherlands).

May 2017. 1st Catalan Economic Society Conference, “Location of the Software and Video game firms: an insight into the case of Barcelona using microgeographic data”, IEC Institute, Barcelona (Spain).

November 2016. XLII International Conference in Regional Science, “Location of the Software and Video game firms: an insight into the case of Barcelona using microgeographic data”, Universidad de Santiago de Compostela, Santiago de Compostela (Spain).

June 2016. 18th INFER Annual Conference, “Location of the Video game firms: an insight into the case of Barcelona using microgeographic data”, Universitat Rovira i Virgili, Reus (Spain).

Workshops

September 2019. 16th EU-REAL Workshop, “Place the Candy and Crush it: Entry determinants of the Software and Video game firms in Barcelona”, University of Pescara, Pescara (Italy).

February 2019. 7th PhD Student Workshop on Industrial and Public Economics, “Place the Candy and Crush it: Entry determinants of the Software and Video game firms in Barcelona”, Universitat Rovira i Virgili, Reus (Spain).

September 2017. 1st Seminar for New Academic Researchers, “Do Software and Video game firms share location patterns across cities? Evidence from Barcelona, Lyon and Hamburg”, Universidad de Oviedo, Oviedo (Spain).

Participation in Research Projects

Cost Action (CA18214) – The Geography of New Working Spaces and the Impact on the Periphery.

- Position: Member of the Management Committee (MC) from Spain.
- Period: 1st October 2019 – 30th September 2023.

Conference, Seminar and Workshop Organization

March 2019. *2nd Ph.D. Internal Seminars*, Universitat Rovira i Virgili, Reus (Spain).

June 2016. *18th INFER Annual Conference*, Universitat Rovira i Virgili, Reus (Spain).

November 2015. As local organizing committee at the *XLII International Conference in Regional Science*, Universitat Rovira i Virgili, Reus (Spain).

Teaching

Departament d’Economia, Universitat Rovira i Virgili

Instructor, Economics, Course 2018-2019.

Teaching Assistant, Labor Economics, Course 2018-2019.

Teaching Assistant, Applied Labor Market, Courses 2017-2018 and 2016-2017.

Languages

Spanish (Native), Catalan (Native), English (Fluent), French (Basic).

Computer Skills

Microsoft Office, Eviews, Gretl, Stata, R, RStudio, GeoDa, QGIS, Mathematica, Scientific Workplace, LaTeX.