CONNOR SULLIVAN

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Profile

I am a 10 year live music and entertainment veteran looking to transition in to a field that utilizes my skills as a problem solver and forward thinking software developer.

Experience

Principal Designer, MMV Designs — 2016 - Present

As the principal designer at MMV Designs, I oversaw all company design decisions and was the main creative voice in the company. I interfaced with clients and maintained each of the teams that i was in charge of. Responsibilities included live concert touring design creation and representation using both CAD and 3d modeling workflows, software development for proprietary optimization tools for live event media programming and operation, creative direction for media content and branding for live events and touring concerts, operation and upkeep of touring or local live event technologies.

Longterm Freelance Programmer, So Midwest Inc. — 2017 - Present

On a regular basis, I have worked with So Midwest's principal designers to bring their visions to life through creative technologies and various other tools. Main duties have included, Lighting programmer, Video Content Designer, Touring Lighting Operator.

Lighting Department Director, Audio Integration Services — 2014 - 2018

At Audio Integration Services, I oversaw the lighting, rigging, and video departments. Responsibilities included inventory maintenance using FLEX inventory systems, equipment maintenance and repair, large scale deployment of show technologies and operation of the shows.

Skills

Languages - Python, C++, Javascript, HTML, CSS3

Software - Vectorworks, Cinema 4D, Unreal Engine, Octane Render Engine

References

Robb Jibson - robb@Somidwest.com
Tyler Roach -   tyler@Eclipsecreativity.com
Scott Owens - scott@aisaudio.com