

Quiddale O'Sullivan

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ABOUT

It's an odd thing, writing about one's self in the hopes of getting work. There are a multitude of fine lines to consider that can tip the balance between informational and self-serving, funny versus offensive, or confidence versus arrogance, and as we all know the internet, for all of its benefits, can be a cruel and unforgiving world.

That said, welcome to my page. I discovered coding in January 2017 so compared to the rest of the community I'm somewhat of a noob, but I'm learning. On March 20th 2017 I took my first step into a larger world when I started the Web Development Immersive course at General Assembly in London, Immersive being the optimum word.

12 gruelling weeks, all-day, everyday (weekends too) of languages, command line, editors, graphics, databases, tears, rapidly graying hairs and enough tea and coffee to sink a ship, all designed to give aspiring developers an idea of the breadth of material used in the world of Web Development.

So now here I am, a little older, a touch wiser, with knowledge I wouldn't have believed possible when I started learning in March, however little compared to those who have been in the field for years, and that's OK.

Resurne

qosullivan962@gmail.com



qosullivanvanosullivan.com



linkedin.com/in/quiddale-osullivan



SUMMARY

With a formal education in Architecture, an interest in coding and animation and a passion for emerging technology I've a keen interest in digital storytelling and multidisciplinary interactive design. Working where human centred design, digital media and the physical environment intersect, I'm a creative problem solver and designer passionate about creating experiences and environments that inspire learning, creativity and innovation. When not on a deadline my mind can wander, contemplating the impact technology will have on the future of cities, work, education and life. After work, I can be found reading, learning, making and tinkering with all things technological.

WORK EXPERIENCE

GENERAL ASSEMBLY

At GA, days would always start off with stand up, discussing issues faced and solutions from the previous day and how we expected to improve. This was followed by a full day based on an interactive lesson structure, designed to nourish rapid learning in an agile environment.

Infinite Runner JavaScript game built using HTML, CSS, jQuery

This project was very interesting for me to understand the logic behind building an app and the most interesting aspect to me was the piece of code where the collision function was working.

Super Heros New York RESTful full stack app built using Node.js, Express, MongoDB, Mongoose, EJS, Sass, JavaScript, jQuery

For this project I wanted to explore my ability to write stories and see how I could use coding to add another layer to this story. With this I wanted to use mapbox and onclick return the super hero or the comic book artist who had been there.

OulipoGram MEAN stack app built using Node.js, Express, MongoDB, Mongoose, Mocha test framework, HTML, Sass, AngularJS, Unsplash API

The idea for this app was to see if I could explore the idea of Oulipo group through this new medium. OulipoGram is a collaborative constraint-based creative writing app. When creating a story, the author can also set rules that him and the contributors will have to follow. During this group project I learned what it means to be in a team as a web developer, splitting the work using Trello, working on different branches and resolving merge conflicts.

Github: https://github.com/Quiddale/WDI_GROUP_PROJECT

Pokemon RESTful full stack app built using Ruby on Rails, PostgreSQL database, HTML, Sass, AngularJS, APIs

github.com/quiddaleosullivan

quiddaleosullivan.com

SKILLS

Soft Skills

Problem-solving, time management, presentation

Front End Languages

Frameworks & Libraries

HTML5, EJS, CSS3, SASS, Bootstrap, JavaScript (ES6), jQuery, AngularJS

Back End Technologies

Express.js, Node.js

Version Control

Git

Software Development

Insomnia

Methodologies

RESTful programming, MVC programming, CRUD methods, TDD, responsive design, user-centric design

Design

Adobe Creative Suite (Photoshop, InDesign, Illustrator, After Effects, Ado-

be Premier), Sketch

3D

Rhino, Maya, Revit

Game Engine

Unity

PROFESSIONAL EXPERIENCE

Universal Assembly Unit Production Team

Exploring our future relationship to light, the artwork features around 20,000 individual points of LED light brought to the surface through fibre optics, and is dotted with hidden sensors. When light is shone onto the artwork, it immediately responds by generating progressively wider and faster light bursts. This creates a pollinating effect across the artwork, completely transforming its landscape. It suddenly resembles an open meadow pulsating with the flickering lights of fireflies, looking more vibrant as dusk descends and the evening light wanes

Tomorrows Thoughts Today Designer London

Costume Designer-Drone Testing

Drone Orchestra London

LOOP>>60hz : Transmissions from The Drone Orchestra Striped tin cans buzz through the air like android wasps. A cube draped in tube lights part jellyfish, part Orac from Blake's 7 – hovers menacingly before the balcony.

Populous Architectural Assistant London

Microstation-Rhino

Tottenham Hotspurs London

The seating bowl is designed to create an intimate relationship between player and spectator, its 17,000 capacity single tier end stand, a tribute to traditional English football grounds, will be the largest in the UK and will be the engine that drives the intensity and atmosphere in the new Spurs stadium. It will be like no other.

Coop Himmelb(l)au Architectural Assistant Vienna

AutoCad-Rhino-Laser Cutting-3D Printing

European Central Bank Germany

At a height of around 185 meters, the double tower, with its polygonal shape and east-west orientation, has a striking profile that is visible from all important reference points in Frankfurt's city center, as well as from the river Main. Thanks to its form and presence, the double tower will become a characteristic feature of the Frankfurt skyline.

Patna Museum IndiaDepartment of Art, Culture and Youth (DACY) of the Government of Bihar Organizer/ Consultant on Client Side: Lord Cultural Resources

Personal Project

Alternative Worlds Researcher, Storyteller and Researcher

Rhino-InDesign-Photoshop-InDesign-3D-Printing- CNC-Milling

Alternative Worlds reveals the immense physical implications of serving the world's consumer desires. Behind the scenes, the epic scale of this operation dwarfs those involved in it, a non-stop supply chain of production. From mines in the mountains of Inner Mongolia, to logistics hubs, rare-earth mineral refineries, factories, ports, to huge ships which navigate the globe on a monthly basis, this is a finely tuned choreography shrouded from the public eye.

EDUCATION

General Assembly

June '19 to Sept '19

The organization directs its focus on providing courses in mobile and web development, data science, product management, and other digital-related courses, helping graduates of their programs gain, "...best-in-class instruction and providing access to opportunities in tech."

Architectural Association School of Architecture

Architecture

Sep '08 to June 2015

He was awarded a scholarship to study at the Architectural Association in London. At the AA he began to work with the Unknown Fields Division, a collaborative travelling research studio focussed on understanding the concept of 'the city' through explorations to the remote locations that allow it to function.





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TINKER RUNNER

I really found it interesting for me to understand the logic behind building an app and the most interesting aspect was the piece of code where the collision function was working.

Technology: JavaScript game built using HTML, CSS, jQuery

Github: https://github.com/Quiddale/WDI_PROJECT_1

NEW YORK SUPER HERO

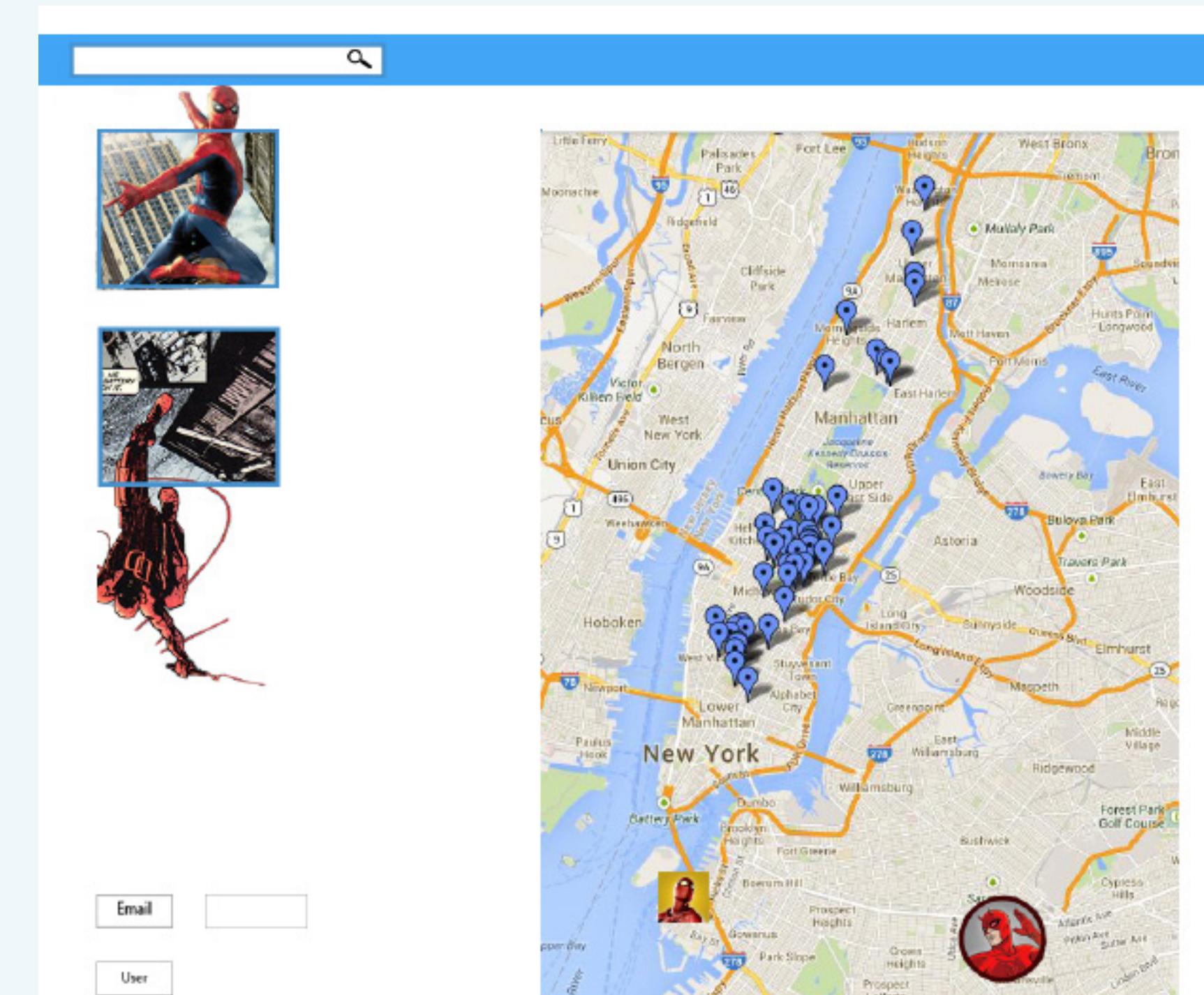
For this project I wanted to explore my ability to write stories and see how I could use coding to add another layer to this story. With this I wanted to use mapbox and onclick return the super hero or the comic book artist who had been?

Technology: RESTful full stack app built using Node.js, Express, MongoDB, Mongoose, EJS, Sass, JavaScript, jQuery.
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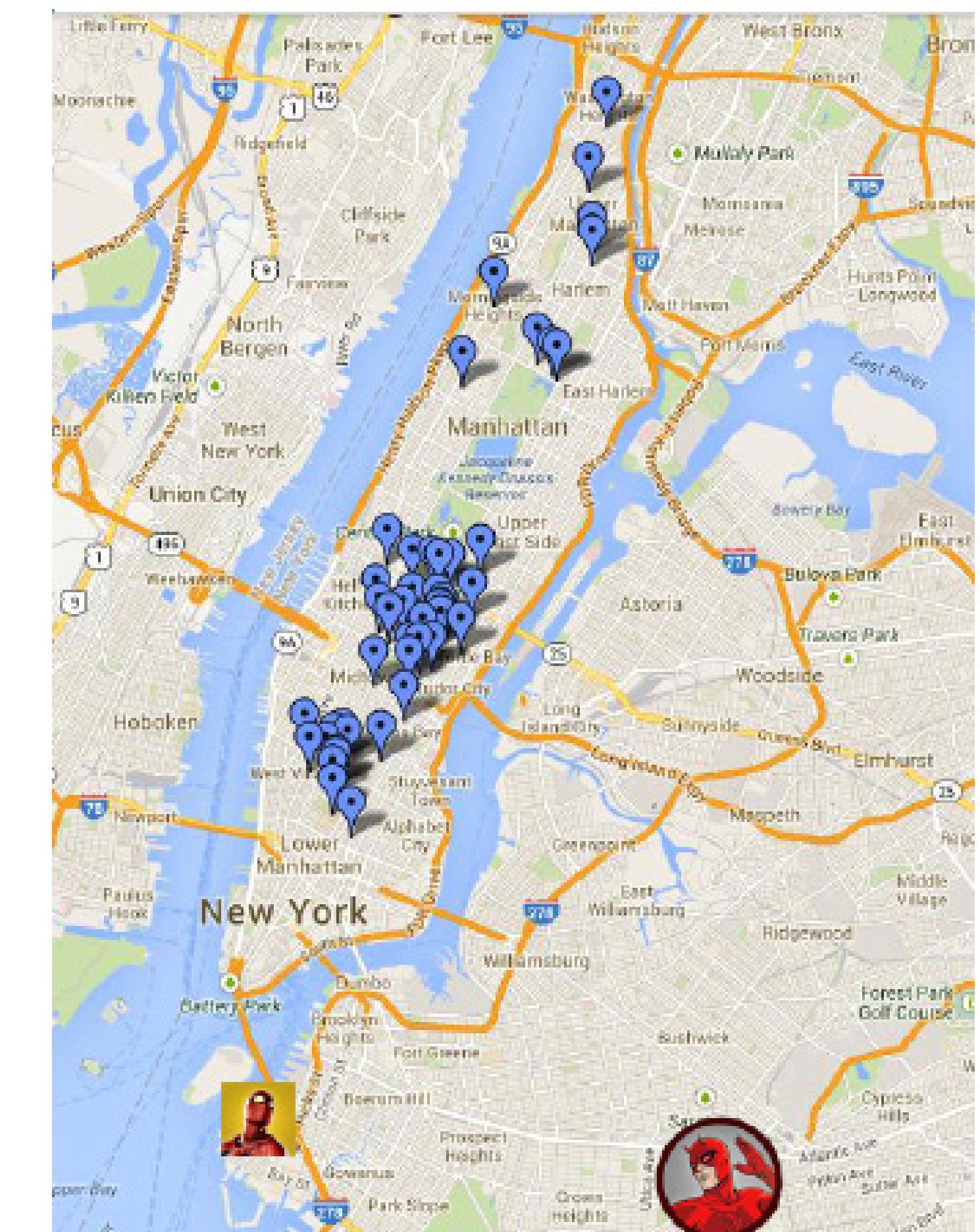
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Web Page





OulipoGram

Collaborative. Creative. Constrained.

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Home

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Your email

Password

LOGIN

or Register

OLIPOGRAM

The idea for this app was to see if i could explore the idea of Oulip group though this new medium. OulipoGram is a collaborative constraint-based creative writing app. When creating a story, the author can also set rules that him and the contributors will have to follow. The front end design work on this project is mine the CSS work

Technology: MEAN stack app built using NodeJs, Express, MongoDB,

Mongoose, Mocha test framework, HTML, Sass, AngularJS, Unsplash API

Github: https://github.com/Quiddale/WDI_GROUP_PROJECT

CATCH MY POKEMON

The final project was very testing, due to me wanting to integrate some design skills into the project. Which was very testing for me going for especially with regards to how i would organise the list of pokemon and then drop them from my seeds and the log them as captured.

Technology: RESTful full stack app built using Ruby on Rails, PostgreSQL database, HTML, Sass, AngularJS, APIs

Github: https://github.com/Quiddale/WDI_PROJECT_4_API



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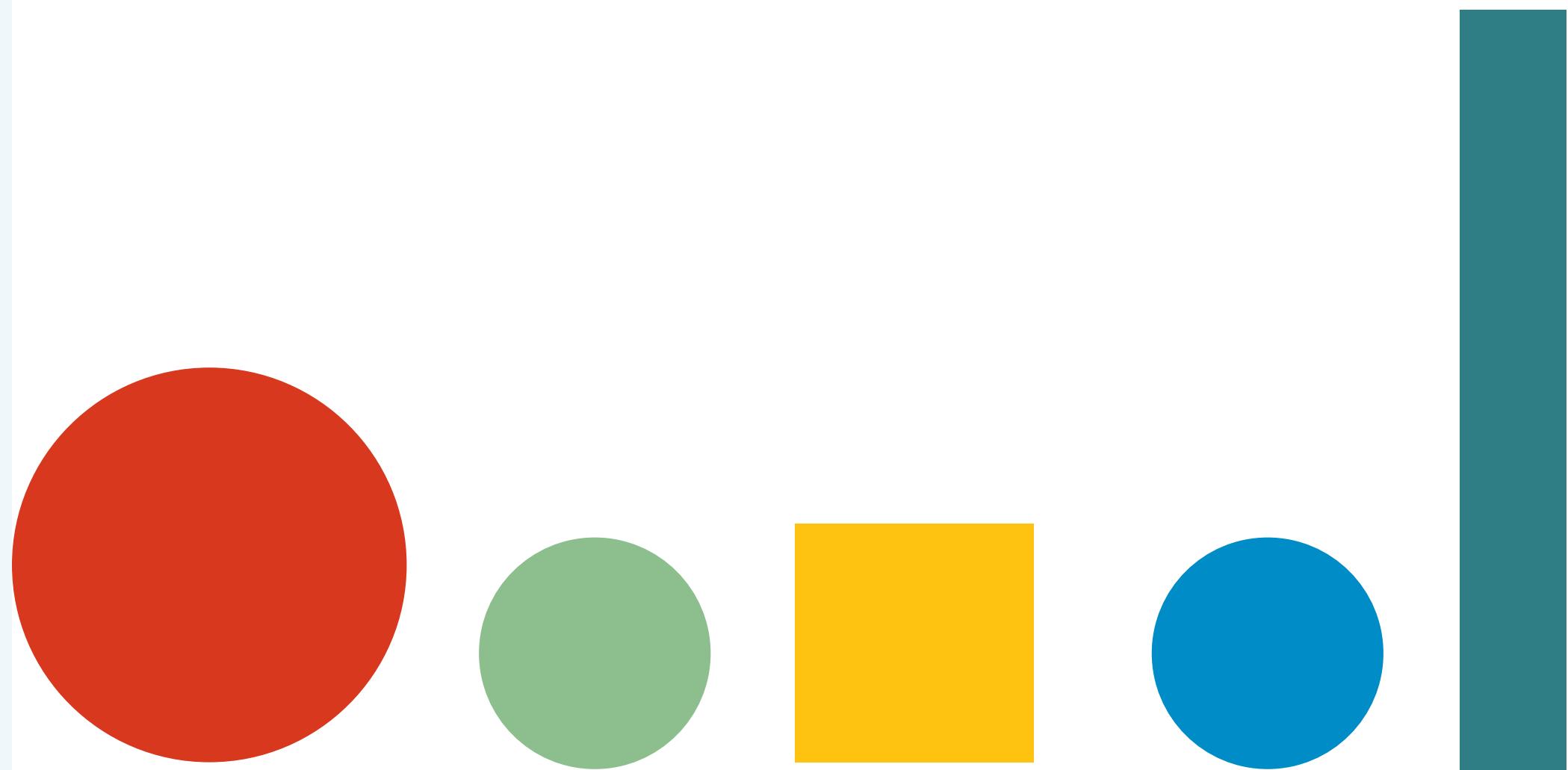
User Name
Password
Login

CATCH MY POKEMON

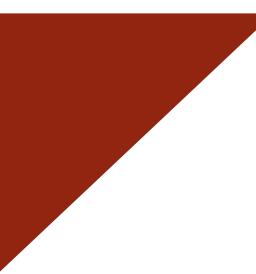
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User Name
Password
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OulipoGram

Collaborative. Creative. Constrained.

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LOGIN



DRONE ORCHESTRA

LOOP>>60hz : Transmissions from The Drone Orchestra

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[Video Page](#)

FUTURE PERFECT: A FICTIONAL CITY

Future Perfect is a fictional, future city..



DRONE ORCHESTRA

LOOP>>60hz : Transmissions from The Drone Orchestra Striped tin cans buzz through the air like android wasps. A cube draped in tube lights part jellyfish, part Orac from Blake's 7 – hovers menacingly before the balcony.

Technology: Costume Designer-Drone Testing

Location: London

Video



[Video](#)

FUTURE PERFECT: A FICTIONAL CITY

Future Perfect is a fictional, future city. A think tank of scientists, technologists, designers, artists and science fiction authors have collectively developed this imaginary place, the landscapes that surround it and the stories it contains. The following series of posts presents the Future Perfect exhibition- a stage set for a collection of fictions, movie set models, emerging infrastructures and design experiments that can be inhabited as immersive districts of the future city.



A WORLD ADRIFT



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Technology: Rhino, Maya, 3D printing SLS, Laser Cutting and adobe Suit
Location: China and the Open Sea

WHO SAID DRAWING SHOULD BE LIKE WATCHING TV

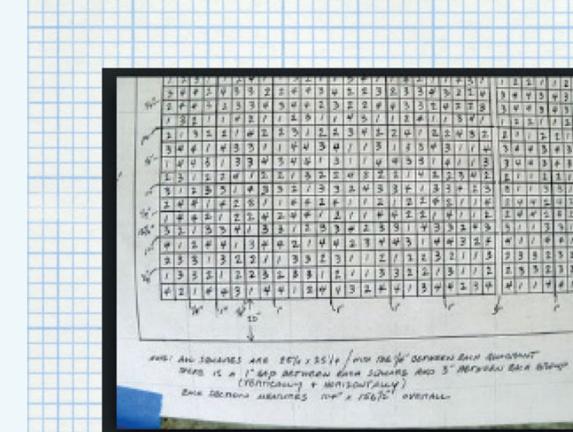
Speed = the experience of movement between things Time (+duration) = define the period of time Interval = the architectural opportunities / moments of pause How to think about anticipating change – drawing on other disciplines

Technology: Rhino, Maya, 3D printing SLS and adobe Suit
Location: London



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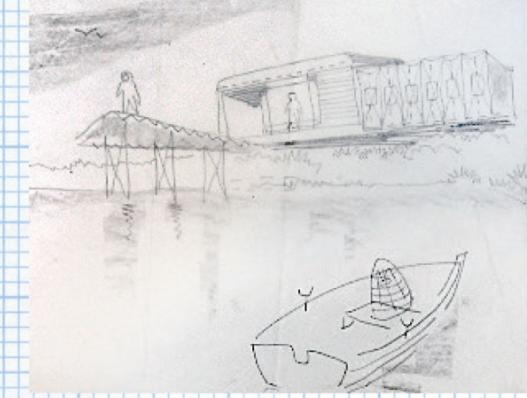
Instructions for a wall drawing
(c.1970) by Sol Lewitt



Call of Duty motion capture set up
(2012) – Treyarch, U.S.A.



AC72 wingsail (2012) – Luna Rossa
Challenge, pre-assembly



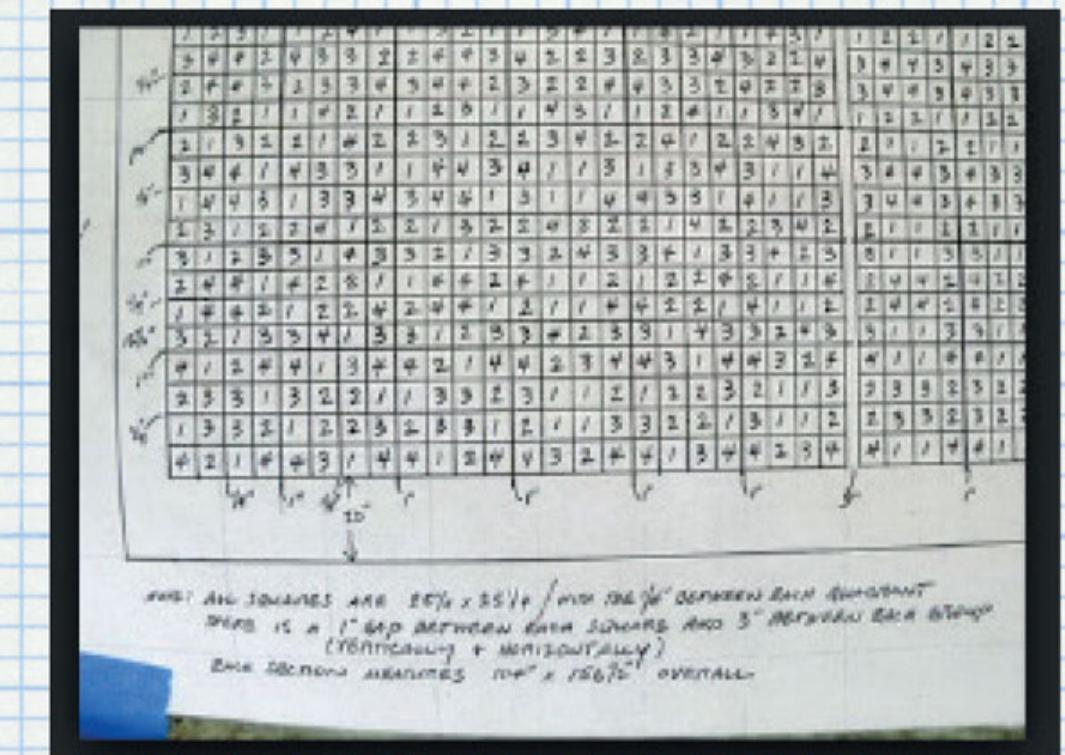
Haghole (1960) - unrealised by
Cedric Price for a beach site in
North Wales.

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Location: London



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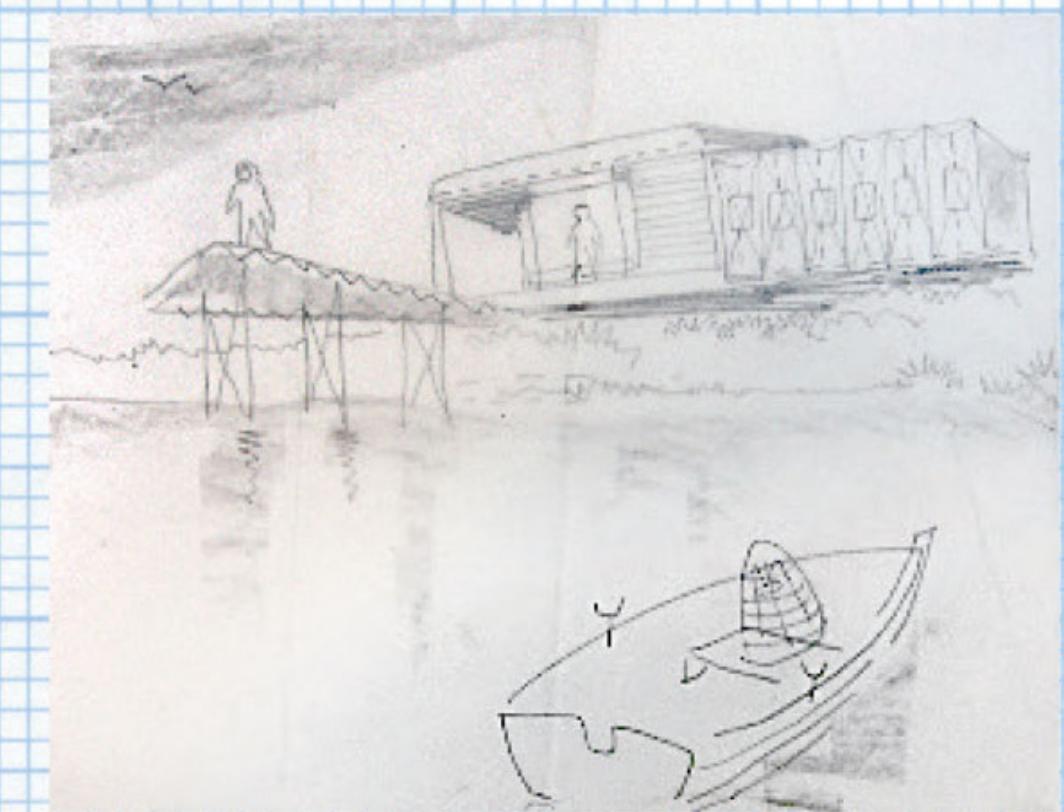
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AC72 wingsail (2012) – Luna Rossa Challenge, pre-assembly



Call of Duty motion capture set up
(2012) – Treyarch, U.S.A.



Haghole (1960) - unrealised by Cedric Price for a beach site in North Wales.

A WORLD ADRIFT

This year we travelled East, on board a mega container ship, to the manufacturing heart of Southern China, tracing the shadows of the world's desires across China Seas along supply chains and cargo routes, to explore the dispersed choreographies and atomised geographies that global sea trade brings into being.

Technology: Rhino, Maya, 3D printing SLS, Laser Cutting and adobe Suit

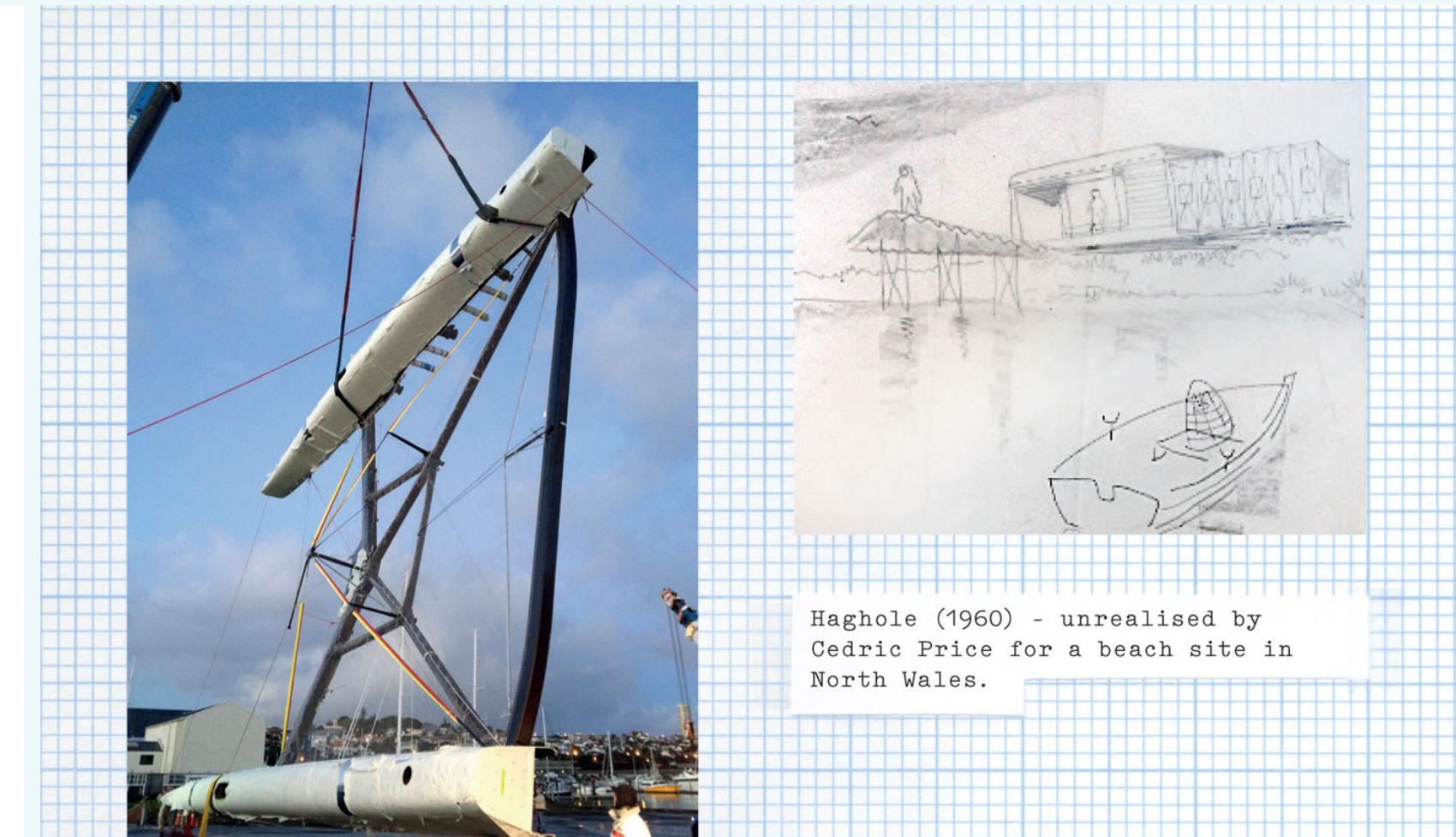
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PROJECTS

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TECHNOLOGY

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SKILLS

Soft Skills

Problem-solving, time management, presentation
Front End Languages,

Frameworks & Libraries

HTML5, EJS, CSS3,
SASS, Bootstrap,
JavaScript (ES6), jQuery, AngularJS

Back End Technologies

Express.js, Node.js

Version Control

Git

Software Development

Insomnia

Methodologies

RESTful programming,
MVC programming,
CRUD methods, TDD,
responsive design,
user-centric design

Design

Adobe Creative Suite (Photoshop, InDesign, Illustrator, After Effects, Adobe Premier), Sketch

3D

Rhino, Maya, Revit

Game Engine

Unity

Contact

Name

Contact

Message