

Michael Grinnell

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Personal Profile

I am a results-oriented Software Developer specializing in Games and Audio Programming. With a BSc (Hons) in Computing in Games Development and an MSc in Music Technology, I bring a solid academic foundation to my work. My drive for continuous learning is reflected in achievements such as a Grade 2 in classical piano and certifications in User Interface design, web authoring and Media Production. Currently pursuing fluency in Spanish, I am dedicated to personal and professional growth. I am also open and willing to relocate for the right opportunity. With a track record of rapid adaptation and a passion for excellence, I am well-equipped to contribute dynamically to your team.

Technical Skills

Languages: C, C++, C#, Csound, Python, JavaScript, PHP, SQL, HTML, CSS

Frameworks: JUCE, OpenAL, OpenGL, SFML, SDL, Pure Data, Max MSP, P5.js, Bootstrap, Larval

Tools: Git, Wwise, Fmod, Unity, Unreal Engine, Ableton Live, Audacity, Reaper, Jira, Confluence, Adobe Photoshop, Adobe Premiere Pro, Microsoft Office.

Systems: Windows, Linux, MacOS

Career History

Software Developer, Provident CRM, Dublin 2

2020 - Present

As a dedicated Software Developer at ProvidentCRM, a leading software solutions company specializing in customer relationship management, process optimization, and marketing automation, I play a pivotal role in developing robust and user-centric software systems. My responsibilities extend to:

- Proficiency in writing, optimizing, and debugging code for complex production software systems.
- Developing and maintaining software systems with a focus on user experience and satisfaction.
- Expertise in diagnosing and resolving performance issues, ensuring continuous system optimization.
- Conducting rigorous functional testing, quality assurance, and seamless deployments.
- Managing repositories and time-related data, ensuring accurate project tracking.
- Collaborating with stakeholders to prioritize and implement system enhancements.
- Analysing customer requirements to formulate solutions, tasks, and estimates.

Web Developer, Phever TV-Radio, Dublin

2019 – Present

At Phever: TV-Radio, a broadcasting and media company based in Dublin, I contribute as a dedicated Web Developer and also have the pleasure of hosting a monthly DJ radio show. My responsibilities include:

- Leading website updates, maintenance, and design prioritizing optimal performance and user experience.
- Leveraging agile methodology to drive efficient development, collaborating closely with stakeholders to define requirements and deliver innovative solutions.
- Participating in meetings to ensure timely project completion and effectively manage project scope.
- Integration with the Phever mobile application, establishing a robust connection to a shared backend, and upholding consistent design aesthetics.

Software Developer, TEKenable, Dublin 2

2018 – 2019

During my time at TEKenable, a forward-thinking software solutions company specializing in digital transformation, I played a key role in several transformative projects. Highlights include:

- Development of a dynamic mobile application utilizing C# and the Xamarin framework, contributing to enhanced user experiences and engagement.
- Collaboration with stakeholders in agile environments, adeptly defining requirements and engineering tailored solutions that aligned with organizational objectives.
- Orchestrated the integration of a backend API, establishing robust communication channels between the mobile application and the backend database, optimizing data flow and accessibility.
- Demonstrated proficiency in front-end web development utilizing JavaScript, HTML, CSS, and Sass to create intuitive and visually appealing user interfaces.

Education

MSc Music Technology, Dundalk Institute of Technology

2019 – 2020

Grade: First Class Honours (Awarded Presidents Prize for Academic Excellence)

Key Subjects: Computer Programming for Audio Applications, Acoustics and Psychoacoustics, Sound Design for Interactive Systems, Recording Techniques and Technologies, Sound Synthesis and Manipulation, Multimedia Music Production.

BSc (Hons) Computing in Games Dev., Dundalk Institute of Technology

2015 - 2019

Grade: First Class Honours (Awarded Presidents Prize for Academic Excellence)

Key Subjects: Multi-Player Distributed Programming (C++), 3D Game Engine Development (C#), 2D Game Engine Development (C#), OO Programming (Java), Database Systems (SQL), Web Programming (PHP), Mathematics, Calculus, Games Physics, Software Testing, Operating Systems, Legal and Ethical Issues in Computing, 3D Modelling, Animation, Audio Design, Games Theory, Narrative Design, Graphic Design.

Projects

Procedural Audio System:

- Developed a C++ plugin using Wwise SDK and Csound API.
- Enabled sound designers and programmers to integrate procedural audio in interactive applications.

Simple Sampler:

- Built a sampler plugin in C++ with MIDI functionality using the JUCE audio framework.
- Implemented features like speed/pitch manipulation, loop controls, and audio filtering.

Sonar:

- Auditory training game designed to assist children with cochlear implants in improving auditory skills.
- Developed in Unity using C# with speech recognition for correct pronunciation.
- Implemented data analysis for personalized recommendations, enhancing learning outcomes.

Karnage:

- Created using C++ and SFML graphics API, supporting up to ten players.
- Synchronized gameplay across all machines with a custom UDP protocol.
- Optimized network data transmission for bandwidth efficiency.
- Integrated music, animations, collision detection, physics, and multiple game states.

References

References available on request.

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