Saoirse Seeber (she/her)

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SUMMARY

Experienced software engineer with nearly half a decade of professional experience in driving innovation. Proficient in quickly adapting to new technologies, driven to create the highest quality products & a desire for constant growth.

WORK EXPERIENCE

General Motors Ireland — Dublin, Ireland [Hybrid]
Full Stack Engineer — *Nov 2023 - Present*

Front-end, back-end & dev-ops engineer on team of approx. a dozen developers/QA team members. We are responsible for the creation & maintenance of internal tools to ensure business success.

- **AutoQA Dashboard**: Led development of a dashboard, tracking the progress of automating QA processes. Enhanced data scrubbing & streamlined environment promotion using CI/CD pipelines. Technologies: React, .Net, Azure DevOps.
- **Application Monitoring**: Developed an application to monitor GM applications & improve outage management. Acted as Scrum Lead when needed to ensure adherence to Agile practices. Technologies: React, .Net

Immersive Software Developer — *July 2021 - Nov 2023*

At GM's internal startup, I collaborated with a small group of developers and artists on various Proof of Concepts (POCs), leveraging diverse technologies. I specialized in process automation and user experience enhancement, served as a liaison with stakeholders, and led key projects, focusing on innovative solutions.

- **Metahuman Chatbot**: Created a Character Interaction System for GM's chatbot. This involved a voice interaction system powered by AI to determine the emotion users were feeling and modify the interaction to match. Technologies used: Unreal Engine, Python, JavaScript.
- **Process Automation**: Developed automation tools to streamline data management & enhance workflows, saving over 100 hours per visualizer. Utilized C++, Unreal Engine, & Python for tool development.
- **Tool Development**: Partnered with design & marketing teams to build the Visualiser Toolkit, including Maya plugins for custom stitching & visual tweaks. Employed Python C++, Maya, Deltagen& Unreal Engine.
- **POC Development**: Developed various POC's, including a digital brochure (Unreal Engine) & a WebGL video conferencing application for Hololens (Unity, C#), demonstrating innovative solutions to meet client needs.

Immersive Software Apprentice — *July 2020 - June 2021*

Assisted in the development of interactive tools & systems. Gained experience in various programming languages & technologies, contributing to successful project outcomes.

- **Panoramic Environment Template**: A website which combined various panoramic images with interactive hot spots to construct an interactive environment. (JavaScript, HTML, WebGL)
- **Metadata implementation**: Led creation of a tool to extract design files data & apply as metadata to JT files. (C++).

Self-employed — Dublin, Ireland
Music Teacher — *Aug 2013 - June 2020*

Provided music education to diverse groups of students, developing lesson plans, motivating learners, & organizing events to showcase student achievements.

EDUCATION

- **Trinity College Dublin** — Dublin, Ireland
  MSc in Interactive Digital Media (2.1) — *Aug 2018 – Nov 2019*
- **University College Dublin** — Dublin, Ireland
  BMus — *Aug 2013 – Aug 2016*

PROGRAMMING SKILLS

- **Languages**: Python, C#, C++, JavaScript, HTML, CSS, Unreal Blueprints
- **Technologies**: React, .NET, Azure DevOps, Visual Studio, VS Code, Git, Insomnia, pgadmin, Unreal Engine, Unity

HOBBIES

- **Designing & Building Game Prototypes**: Enjoy conceptualizing & creating game prototypes.
- **Music Technology**: Passionate for using Digital Audio Workstations, synthesis & Virtual Studio Technologies.
- **Organizing Concerts**: Planning, coordinating, & executing events, handling logistics, & managing performers.