

# Hi. I'm Sean Feeley.

I write tools, define workflows and solve technical problems for creatives. Currently, I manage the pipeline team for Territory Studio, and recently I finished a masters in Games Technology, for which I received a distinction.

## Programming skills

Advanced	Intermediate
Python Javascript Shell Scripting SQL Extendscript C# Java	C++ NodeJS AppleScript Processing SWIFT Django GLSL

## Skills

- 10+ years of experience with ShotGrid
- 10+ years of experience writing plugins and scripting with a variety of 2D and 3D artist applications. Including **Nuke**, **Nuke Studio**, **After Effects**, **Cinema4D**, **Adobe Illustrator**, **Photoshop** and **RV**.
- 5+ years experience setting up colorspace pipeline for film and TV using **OCIO**.
- My masters focused on game design in **Unity**, **MonoGame**, **OpenGL**, **Augmented Reality Tools** and basic **C++** open source engines.
- 10+ Years experience of **GIT**
- I am a published apple **app store** developer
- Since 2021 I have been the head of a small **agile** team where I am the product owner for many internal tools as well as managing the rest of the team's workload and time management.

## Hobbies

- I always like to have a personal project on the side. Whether that project is to develop new skills, experiment with new technology or just to have fun.
- Outside of the digital world, I love cycle. It's my favourite way to explore London and, in my opinion, it's the best way to see my home country Scotland.



### Head of Pipeline

Territory Studio, London  
2021 - Present



### Best Game Award

"Wipeout 2021" voted  
best game by peers.  
2021



### Games Tech MSc.

City, University of London  
Distinction 80.5%  
2020 - 2023



### Pipeline Award

Awarded by Autodesk.  
2018



### Pipeline Technical Director

BlueBolt  
2012 - 2017



### Pipeline Developer

BlueBolt  
2012 - 2017



### Developer

Sword Ciboodle, Glasgow  
2011 - 2012



### Intern Developer

ETH Zurich  
2011



### Intern Developer

Frequentis, Bratislava  
2010



### Intern Developer

KFKI Research Institute  
Budapest  
2009



### Computing Science BSc.

University of Glasgow  
2006-2010