Sean Feeley CV

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As a highly motivated, adaptable and detail orientated software developer with international experience, I design tools, define workflows and solve technical problems for creatives. I have been working in the visual effects and motion graphics industry in London since 2012. My work often involves developing end to end data pipelines. Ensuring that information flows through a company providing value as well as ensuring data integrity throughout. My work often takes me into new industries where I collaborate with knowledge specialists to provide solutions that improve existing, and enable new, workflows for the company.

Jobs

Territory Studio
London, England
Pipeline Technical Director
June 2016 - Present

- I was hired as Territory's first and only full-time pipeline technical director.
- Over the last two years I have designed the software pipeline used across the company.
- Wrote new tools, used off the shelf software, and adapted open source solutions to fit the company needs.
- In 2018 I won a Shotgun Software Pipeline Award for Territory Toolkit, an internally developed workflow tool.
- The current plans for 2019 include rolling out the London software pipeline to the San Francisco studio.

Blue Bolt
London, England
Pipeline Developer
September 2012 - June 2016

- Designed and maintain a content pipeline across all departments of a medium sized visual effects company.
- Routinely worked with members of every department to identify needs and then design systems in an in an agile environment to meet those needs.
- Maintained a pipeline for 20+ film and television projects.
- Defined the internal usage of Git version management and Target Process project management.

Sword Ciboodle
Glasgow, Scotland
Pre-Sales Developer
September 2011 - September 2012

- Placed between the sales, design and development teams I designed bespoke Ciboodle software demos to prospective buyers.
- Routinely produced demos on a tight design and implementation deadline cycle of 1-2 weeks.
- Designed using a broad range of web technologies, including and not limited to, Javascript, PHP, Jasper, Selenium, Team City.

Internships

ETH Zurich
Zurich, Switzerland
High Voltage Laboratory
Vision of Future Energy
Networks Project
Software Developer
January - April 2011

- Taking the data produced from an post doctoral student's thesis, I developed data viewing tools to present the research findings to industrial specialists.
- The program was a stand alone data analysis tool written in Java, utilizing SWING and AWT.
- The final product was used by Regionalwerke AG Baden to analyse the effects of changing costs and usages of different energy carriers across the local Baden area.

FREQUENTIS
Bratislava, Slovakia
Software Engineer
July - September 2010

- Developed in C# and the .NET environment in a test-driven development working culture.
- Identified and resolved bugs in software designed for safety critical maritime communication systems.

KFKI Research Institute for Nuclear and Particle Physics
Budapest, Hungary
RMKI Space Physics Department
Software Developer
June - August 2009

- Within the space physics department I designed and developed an application to process and display data taken from small aircraft black boxes.
- The program was a stand alone data analysis tool written in Java, utilizing SWING and AWT.
- The finished program was used in the test flights of the new Corvus aircraft designed for the Hungarian entry to the 2010 Red Bull Air Race.

Personal projects
Map Magnets
2016
Map Magnets in the App Store

- iOS iPhone and iPad Game
- Players move letters on a procedurally generated map.
- All letters sync to the same database and update in realtime to all current users.
- Written in SWIFT.
- Utilised Google Firebase as backend service.

How Quickly
2014 - 2015
http://howquickly.tumblr.com/

- Personal project to visually explore the differences in large data sets gathered from Google Maps directions api.
- Designed a system to generate api requests, store results and create graphics.
- Technologies included: Django, MySql, Python, Javascript and Processing

Education
University of Glasgow
Department of Computing Science
Honours Degree in Computing Science
Classification 2:1
September 2006 - May 2010

- Lead programmer on 3rd year project to design an animation API tool to be used by lecturers when teaching sorting algorithms.
- 4th Year dissertation project covered the design and implementation of a visual programming language to be used by first time programers in secondary schools.
- Ran computing workshops in secondary schools as part of the Computing Science in the Classroom module.

Technical Skills

- Over the last 10 years I have worked in diverse software environments, developing for mobile, Windows, Linux and Mac.
- I have worked from teams of a dozen, to heading up my own department as a one man team. Throughout I have made use software version control tools (GIT, SVN) and team planning applications (Target Process, Zenkit).
- I am an experienced polyglot who is used to routinely adapting my OO and FP skillset to the language best suited for job.
- Specifically I have experience with Python, Javascript, AppleScript, Shell Scripting, Database Design, SQL, mySQL, Processing, Java, C#, SWIFT, PHP, ExtendScript, Django and GLSL

Interests

- I am interesting using software development as an art form. That can include creative coding, procedural art, interactive installation design, and even creative uses of machine learning.
- I also enjoy photography, videography and video editing.

Affiliations

- Vice President of the IAESTE Glasgow Local Committee. 2009-2011

References provided upon request