

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 '17 - Aug '17
Head of Pipeline
Sept '21 - present

- I was hired as Territory's first and only full-time pipeline technical director. This year I was made head of the department as it expanded to 3 full time staff members.
- Over the last four and a half 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.
- During the the 2020 lockdown I have re-written our training guides and recorded video tutorials for remote artists.
- Software used: Python, Javascript, NodeJS, Extendscript, Bash Scripting, TCL, AppleScript, Database Design.
- 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.
- Defined the internal usage of Git version management and Target Process project management.
- Software used: Python, Javascript, Bash Scripting, TCL, Database Design, Django, SQL, mySQL.
- Placed between the sales, design and development teams I designed bespoke Ciboodle software demos to prospective buyers.
- Software used: Javascript, PHP, Jasper, Selenium, Team City.

Blue Bolt

London, England
Pipeline Developer
Sept '12 - June '17

Sword Ciboodle

Glasgow, Scotland
Pre-Sales Developer
Sept '11 - Sept '12

Internships

ETH Zurich

Zurich, Switzerland
High Voltage
Laboratory
Vision of Future Energy
Networks Project
Software Developer
Jan - April '11

- 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 - Sept '10

- 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 - Aug '09

- 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/](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.
- Software used: Django, MySQL, Python, Javascript and Processing

Education

City, University of London

MSc in Computer
Games Technology
Sept '20 - present

- In my first year I have created two OpenGL games in C++.
- In the Advanced Games Technology module my firefighting simulator game was graded 91% in the final coursework.
- In the Computer Graphics course, my racing game was awarded "Best Game" by my peers and awarded 88% in the final coursework grading.

University of Glasgow

Department of
Computing Science
Honours Degree in
Computing Science
Classification 2:1
Sept '06 - May '10

- 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 programmers 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, NodeJS, AppleScript, Shell Scripting, Database Design, SQL, mySQL, Processing, Java, C#, SWIFT, ExtendScript, Django, PHP 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.

References provided upon request