

## 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 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

**Personal projects****Map Magnets**

2016

*Map Magnets in the App  
Store*

**How Quickly**

2014 - 2015

[http://](http://howquickly.tumblr.com/)

[howquickly.tumblr.com/](http://howquickly.tumblr.com/)

**Education****University of Glasgow**

Department of Computing  
Science

Honours Degree in  
Computing Science

*Classification 2:1*

September 2006 - May  
2010

**Technical Skills****Interests****Affiliations**

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

*References provided upon request*