Hi. I'm Sean Feeley.

I write tools, define workflows and solve technical problems for creatives. Currently, I manage the 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
61 III	

Skills

- 0 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.
- O 5+ years experience setting up colorspace pipeline for film and TV using OCIO.
- O My masters focused on game design in Unity, MonoGame, OpenGL, Augmented Reality Tools and basic C++ open source engines.
- 10+ Years experience of GIT
- O I am a published apple **app store** developer
- O 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

- O I always like to have a personal project on the side. Wether 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, its 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

University of Glasgow 2006-2010