

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 2017 - Present

- I was hired as Territory's first and only full-time pipeline technical director.
- Over the last two 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.
- The current plans for 2020 include rolling out the London software pipeline to the San Francisco studio.

Blue Bolt

London, England

Pipeline Developer

September 2012 - June 2017

- 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/

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 and GLSL
- 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