

Hi. I'm Sean Feeley.

I write tools, define workflows and solve technical problems for creatives. Currently, I manage the pipeline team for Territory Studio while I study a masters in games technology.

Programming skills

| Advanced | Intermediate |
|--|---|
| Python Javascript Shell Scripting SQL Extendscript C# Java | C++ NodeJS AppleScript Processing SWIFT Django GLSL |

Skills

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

- I always like to have a personal project on the side. Whether 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, it's 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
2020 - Present



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 BSc.

University of Glasgow
2006-2010