

Hi. I'm Sean Feeley.

I write tools, define workflows and solve technical problems for creatives.

Currently, I work for Rockstar Games, 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

Skills

- 10+ years of experience with **ShotGrid**
- 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 colorspace pipeline for film and TV using **OCIO**.
- My masters focused on game design in **Unity, MonoGame, OpenGL, Augmented Reality Tools** 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 to cycle. It's my favourite way to explore London and, in my opinion, it's the best way to see my home country Scotland.

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Senior Technical Artist

Rockstar Games
2023 - Present



Head of Pipeline

Territory Studio, London
2021 - 2023



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 TD

Territory Studio, London
2017 - 2023



Pipeline TD

BlueBolt, London
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