

SEAN KELLY



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/SeanKelly369

SOFTWARE DEVELOPER KNOWLEDGE



Java		JavaScript		AJAX		GIT		Agile/Scrum	
C++		HTML/DOM		REST APIs		SPA		Wireframing	
PHP		Angular		Node.js		OOP		Design Patterns	
SQL/NoSQL		CSS/SCSS		jQuery		TestNG		Product Design	



MY EDUCATION

Level 8 Computer Science, Software Development, 1:1 Post Grad HDip	Maynooth Uni	2017-2018
Level 8 Product Design and Innovation 2:1 Honours Degree	Carlow IT	2013-2014
Level 7 BA in Product Design	LetterKenny IT	2005-2008
Certificate in Multimedia Design	SOLOS, Baldoyle	2003-2004
Higher National Diploma, Animation and Drawing Studies, SOLOS, Baldoyle	Ballyfermot CFE	2000-2001
Leaving Certificate	St. Mary's Secondary	1998-2000
	Edenderry	



WORK EXPERIENCE

Manufacturing Technician - Retronix, Intel Current employed at Retronix in the Intel, Leixlip plant.	Oct '18 - Present
Production Designer - Carlow Graphics Graphic design, visualisation and preparation of dimension drawings, and artwork files for production. Worked on big contract with Dyson, with the hope of further employment. Job was re-offered in August 2017.	June - July '16
Production Designer - MSI Signs Visual communication, visualisation, graphic design, creation and preparation of dimension drawings, and artwork files for production. The company lost a major client, Topaz and needed to make severe cutbacks. The boss told me he was sorry to see me go.	March '15 - Jan '16
Arch Viz Artist - Floored Created 3d models, uv unwrapped, textured, baked maps and rendered real-time arch-viz interiors. I was offered a full time position in Manhattan, New York, but took the decision to begin a level 8 one year course in Product Design.	Aug '13 - Sept '13
Texture Artist - Giant Animation Texture painted and uv unwrapped the kitchen and all the props for an IFTA awarded best animation short film, Geist. The awards can be viewed at https://www.youtube.com/watch?v=1LrPiM15I and the entire film at https://www.youtube.com/watch?v=VCs7BFdlyU	April '13 - May '13
Art Tests and Game development Digital Artist - worked on RTS Kingdom Wars, which can be purchased on steam. Duties included 3d modelling, texture map creation and concept art development.	July '10 - Mar '13
3D Artist - Space Cowboys Indie game dev group, work still exists at http://www.moddb.com/company/space-cowboys/ articles, it has advanced my knowledge of 3d modeling, texture painting, digital sculpting and skills working in a team, even if remotely.	Mar '09 - Sep '09

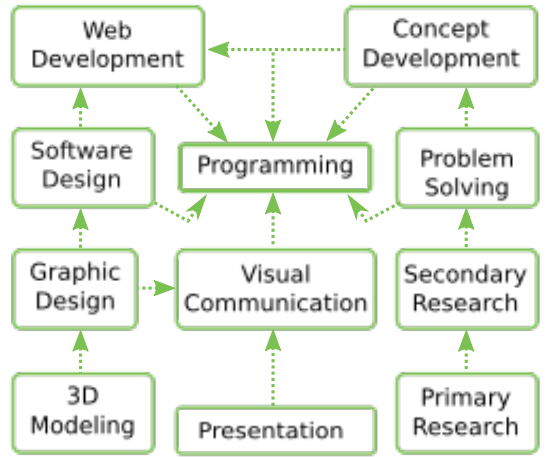


HDIP COMPUTER SCIENCE

Module	Mark %
Web Information Processing	97%
Object-Oriented Programming	88%
Structured Programming	78%
Work Placement Preparation	78%
Software Project	77%
Mobile Application Development	72%
Databases	70%
Computer Systems	65%
Software Testing	61%
Software Design	55%
Algorithms & Data Structures 1	46%
Average Grade	73.5%



PROFESSIONALSKILLS



SOFTWARE KNOWLEDGE

Atom		MockFlow		Sketchbook Pro		Solidworks	
VS Code		InkScape		Krita		Fusion360	
Eclipse		Illustrator		Blender		Powerpoint	
Android Studio		Photoshop		3DSMAX		Word	



ONLINE PRESENCE



leetcode.com/seankelly369



www.hackerrank.com/sean_kelly_2018



www.freecodecamp.org/fcc2e0990a1-5740-49d9-8eb2-7ec40a488947



HOBBIES



Cooking



Chess



Current Affairs



Talk Radio



Football



Formula One



REFEREES

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