

# SEAN

# KELLY



## MY EDUCATION

Level 8 Computer Science, Software Development, 1:1 Post Grad HDip	Maynooth University	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	Ballyfermot CFE	2000-2001
Leaving Certificate, St. Mary's Secondary School, Edenderry	St. Mary's Secondary Edenderry	1998-2000









## WORK EXPERIENCE

Carlow Graphics - production designer Graphic design, visualisation and preparation of dimension drawings, and artwork files for production. Job was re-offered in August 2017. Their workload is inconsistent, dependent on client demands and contract awards.	June - July '16
MSI Signs - production designer 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
Floored - Arch Viz Artist 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
Giant Animation - Texture Artist 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 <a href="https://www.youtube.com/watch?v=1LrPiPiMi5I">https://www.youtube.com/watch?v=1LrPiPiMi5I</a> and the entire film at <a href="https://www.youtube.com/watch?v=VCs7BFdlyU">https://www.youtube.com/watch?v=VCs7BFdlyU</a>	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
Space Cowboys Indie game dev group, work still exists at <a href="http://www.moddb.com/company/space-cowboys/articles">http://www.moddb.com/company/space-cowboys/articles</a> , 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

## CONTACT

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-  Co. Kildare, Ireland

## Hobbies

-  Cooking
-  Current Affairs
-  Talk Radio
-  Chess
-  Formula One
-  Football

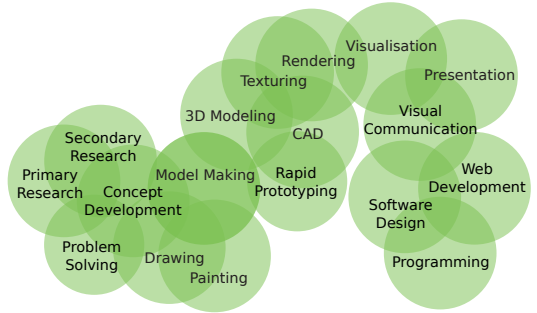


# HDIP COMPUTER SCIENCE

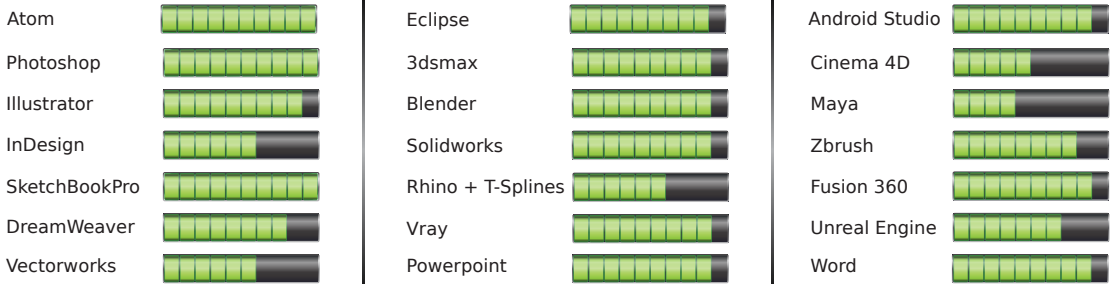
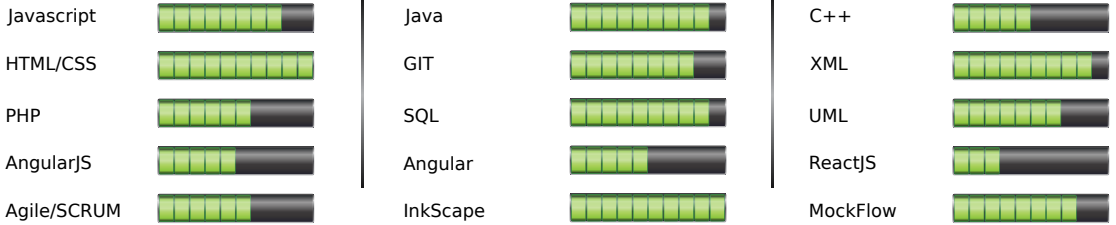
Module	Mark %
Web Information Processing	97%
Object-Oriented Programming	88%
Structured Programming	78%
Work Placement Preparation	78%
Software Project	77%
Mobile Application Development	72%
Databases	70%
Computer Systems	65%
Software Testing	61%
Software Design	55%
Algorithms & Data Structures 1	46%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



# PROFESSIONALSKILLS



# SOFTWARE KNOWLEDGE



# REFEREES

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