Damian Connolly – Curriculum Vitae

Personal

Damian Connolly
Bordeaux, France (originally from Ireland)
http://divillysausages.com | damian@divillysausages.com | 06 71 25 91 84

Skills

Programming Languages
C#, JavaScript (ES6, Node), TypesScript, Dart, Groovy (Java), AS3 (Flash), Objective-C, C++, HTML, CSS, PHP

Tools
Unity, MongoDB, DynamoDB, VS Code, Eclipse, Brackets, Flash Develop, Flutter, AWS, Adobe Suite, Git, SVN

Work Experience

Spendesk, Bordeaux (remote), France – (Jan 2023 – present)
Senior Back-End Engineer
At Spendesk, I'm in the onboarding team responsible for handling customer onboarding, transitioning the company to Product Led Growth.

TripleFun/Betclic, Paris/Bordeaux, France – (Apr 2013 – Jan 2023)
Lead Development Engineer
At TripleFun/Betclic, I was responsible for leading the development of our client- and server-side technology (in-house engine, and game code), for AS3, Objective-C, Unity, and Dart (Flutter). I led research into new platforms and technologies, and handled rapid prototyping for a wide range of apps. I was also responsible for the architecture of our games, both client and server, statistics, analytics, admin, support, tools, and executing the production releases of our games on AWS. TripleFun have currently released 7 mobile games.

Qozmo (ex. Village Media), Paris, France – (May 2010 – Feb 2013)
Lead Development Engineer
Responsible for leading a small team of developers and developing games for the main web portal (http://www.buzzville.com) and Facebook (Krisgard – a real-time MMO), using a combination of AS3 and Groovy. Developed the AS3 engine used in all our games, an AS3 client lib (to talk to the server), A Facebook Graph lib (before the official was available), an AS3 Iso lib, and multiple tools using Adobe AIR.

Ubisoft, Paris, France - (July 2008 – May 2010)
Gameplay Engineer
Responsible for gameplay quality in current titles, R&D into future trends, and prototyping demos and game ideas. Worked on 3D camera tech that later became Kinect. Developed a Flash framework for Facebook games, that was used internally by a number of teams. Concept development with London design firm IDEO.

Education

MSc Computer Games Programming (Sept 2006 – Sept 2007) | 72.1% (Distinction)
University of Hull, Hull, England

BSc Multimedia (2001 – 2005) | 2.1 (Distinction)
Dublin City University, Dublin, Ireland

Hobbies / Interests

Reading, Computer Games, Music, Swimming, Soccer, Writing, Poker

Additional Information

Irish drivers license, R.L.L.S. lifeguard qualified, qualified *Salarié sauveteur secouriste du travail* (SST), Good level French

For a more detailed C.V. as well as downloadable projects and code, please visit my website at http://divillysausages.com