



SEAN HEALY

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PROFILE

I am passionate about community building, new technologies, and opportunities to solve problems with new ideas. My primary skills include such things as UX design, security, cloud & web-applications, mobile development and database design.

WORK EXPERIENCE

FOUNDER, ORANGE DOOR IDEA LAB (ODIL), EDMONTON, ALBERTA – APRIL 2008 - PRESENT

ODIL is a company I founded with three partners to work-on and develop Toybox Media Inc. (a marketing company) and Touchmetric Inc. (an iPhone development company). My time at ODIL was very educational, teaching me the nuances of project and employee management. I built business experience as a company owner and operator.

SITE PROGRAMER & UX DEVELOPER, NEXOPIA.COM, EDMONTON, ALBERTA – JULY 2007 - JULY 2008

While at Nexopia I am worked on their site redesign and move from PHP to Ruby. Here I engaged with a dynamic team of programers, marketers and designers to continue to enhance the leading teen social networking site in Canada. I also prototyped many user interface components for ongoing use on their site.

SECURITY ARCHITECT AND PROGRAMER, MAXIA INFOMATICS, EDMONTON, ALBERTA – JUNE 2007

At Maxia I architected their security and authentication systems for their software suite.

STUDENT PROGRAMER, DEPARTMENT COMPUTING SCIENCE, UNIVERSITY OF ALBERTA – SUMMER 2006

Hired by Dr. Buro based on experience gained while volunteering. I worked with his other students at the Computer Science Department on two projects. The first was to write a program to schedule an AI tournament that was hosted at the U. of A. Secondly, I began working on an extendable generic game server that Dr. Buro is continuing to develop.

SUMMER TECHNICIAN, SURGICAL MEDICAL RESEARCH INSTITUTE, UNIVERSITY OF ALBERTA – 2002 - 2006

Worked as a summer student on campus for Dr. Greg Korbutt at the Human Islet Quality Control Laboratory at the U. of A. I assisted graduate students, postdocs and surgeons with their experiments; doing everything from heart valve surgery on sheep to suspended islet culturing. I also assisted technicians with their work to help keep the lab running smoothly, including computer technical assistance where needed.

HEAD REFEREE & EQUIPMENT MANAGER, PAINTBALL ACTION GAMES, RURAL, ALBERTA – 2000 - 2002

My duties here were being in charge of group organization and equipment management; including such things as building maintenance, paint marker repair and staff scheduling.

VOLUNTEER

DEMOCAMP/BARCAMP EDMONTON, ALBERTA TECH COMMUNITY – 2008 - PRESENT

As an advocate and volunteer working with our local tech community I've presented numerous times at various events in Edmonton, Banff and Calgary. I also help with the organization and the promotion of these events. I believe a strong local tech community is important for everyone in the industry.

UNDERGRADUATE ASSOCIATION OF COMPUTER SCIENCE (UACS), UNIVERSITY OF ALBERTA – 2005 - 2007

I volunteered as an executive in UACS for two years. As a group we represent the students of the department and, among other things, we organize social events and guest speakers for them. Through UACS I also piloted the first Computer Science Department Orientation for new students, to help better engage them with the events and programs of the department.

ORTS GAME PROJECT, DEPARTMENT OF COMPUTING SCIENCE, UNIVERSITY OF ALBERTA – 2002 - 2004

This consisted on working within a group on an existing large project. My tasks consisted of working on the standard game model and the ORTSnet client (similar to Battle.net) which is used to gather multiplayer ORTS games.

EDUCATION

University of Alberta, Canada — Bachelor of Science with Specialization in Computer Science, 2007

SKILLS

I am very passionate about user experience (UX) in applications that I write. I believe that a well written program should feel natural to the user such that they are almost immediately comfortable using it. This is not limited to a programs user interface and often has ties right down to the structure of the core or framework that it is based upon. On this note my primary skills and passions involve: UX design, security, cloud & web-applications, mobile development and database design.

I feel that I am an excellent problem solver, often looking at problems in different yet effective ways with a keen attention to detail. I enjoy facing new and challenging problems and architecting their solutions.

Among the many technological tools I have used I am notably proficient with:

Java	C/C++	Objective-C (iPhone)	Ruby/Rails	Perl
PHP	HTML5	CSS3	XML	SQL
Javascript/AJAX	JS Frameworks: Prototype/ j-Query/YUI/...	CVS/Subversion/ Git	VHDL	Assembly
Apache/Nginx/...	Virtualization	Mac OS 9/X	Unix/Linux	Windows

NOTABLE AWARDS

UNDERGRADUATE OUTREACH AWARD, UNIVERSITY OF ALBERTA – 2007

I was awarded the “Undergraduate Outreach Award” by the Computing Science Department in recognition of my help in building a strong undergraduate community.

STUDENT OF THE YEAR, NEW SAREPTA COMMUNITY HIGH SCHOOL – 2002

I was awarded the “Student of the Year” for my ongoing help with school events.

PROJECTS

More information on these projects and other projects can be found on my website at: <http://www.pointscape.ca>

TOYBOX MEDIA – 2008 - PRESENT

Toybox is a full service marketing firm founded, under ODIL, recognizing the need that many projects have for good marketing and communication. At Toybox focuses on the fun and creative side of marketing. It has worked with clients such as AADAC, The City of Edmonton and The Edmonton Police Service among others. My focus with Toybox is the addition of technical skills and the development of different web-apps and site for clients. These can be reviewed online in Toybox’s portfolio.

<http://www.gotoybox.com>

TOUCH METRIC – 2008 - PRESENT

TouchMetric is an iPhone development company. Its primary product is Surveyor, a mobile survey tool. TouchMetric is also working with the city of Edmonton regarding possibilities that the iPhone can open for them. My main contribution to TouchMetric is UX work, project design as well as iPhone and web-app development.

<http://www.touchmetric.com>

WIMPY – 2006

WIMPY is a web based clone of iTunes that I made while in school to allow me to listen to my music in the computer labs or where ever else I may be. It supports browsing by artist, album and genre. As it was written years ago before much support was available for web-based music players it is currently being rewritten.

INTERESTS AND HOBBIES

Some of my interests outside of computing include design work, film making, movies and all sorts of music. I enjoy outdoor sports such as camping, fishing, cycling and hiking. I also enjoy many hands on tasks such as metal and wood work.

REFERENCES

Available upon request.