

Colin Sullivan

Software developer of full-stack web and interactive systems

colin@colin-sullivan.net

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Employment

Output

Contract Software Developer • React.js • C++ • Electron • DevOps

Remote

Feb 2020 - Current

- Built Output Hub 2.0, an Electron app for installing plugins and sample libraries on macOS and Windows
- Developing web browser-based user interface for Arcade, software instrument with a Web UI on a JUCE audio engine
- Developing web application & architecture development standards and best practices
- Product and design feasibility

Stamen Design

Contract Software Developer & Creative Technologist • React.js • D3.js • Pandas • Ansible • Linux

San Francisco

2019 - 2021

- Developed interactive touch screen data visualization experience with team of designer & developers for global corporate client
- Built data & visual explorations, engaged with internal team and client
- Implemented data processing components, application components, and Linux deployment infrastructure

Dolby Laboratories

Staff Sr. Prototyping Engineer • React.js • Python • Max/MSP • Ansible • Raspberry Pi • Innovation Process

San Francisco

2016 - 2018

- Developed experiential and technical feasibility prototypes through concept, scoping and implementation
- Design thinking & lean startup processes with researchers, engineers, and product managers
- Led implementation of multiple web-based UI prototypes and a physical Raspberry Pi prototype, ran internal demos
- Built and maintained in-house deep learning Linux infrastructure from bare-metal servers and VMs

Center for Computer Research in Music and Acoustics

Contract Linux System Administrator • KVM • Apache • Node.js

Stanford University

Spring 2015

- Virtual Machine provisioning, configuration, migration from old server infrastructure (web, email, file servers)
- Implemented web-based user on-boarding system

Samsung NExD

Contract Software Developer • React.js • Redux • AWS

San Francisco

2014

- Implemented large touchscreen and IoT prototypes on quick iteration schedule
- Tightly integrated with existing prototypes, collaborating with engineers, UX / industrial designers

Musikara

Startup co-founder • Meteor.js • Web Audio • Python • AWS

Oakland

2013

- Designed and implemented prototypes of music analysis & recommendation engines, UIs for music creation and collaboration

Gracenote

Media Technology Lab Intern • JavaScript • Three.js • Web Audio API • Python (Flask, Celery) • iOS (Cocos2D)

Emeryville, CA

Summer 2012

- Prototype iPad app for media discovery, a web-based MIR visualization tool, a REST service integrated with existing MIR tools

Concert github.com/concertsoundorganizer/Concert

Project lead for web application • Python • Django • REST • JS/HTML5/CSS3 • Backbone.js

2010 - 2011

- Led team of students to architect, design and develop an open source application in an agile manner
- Architected and implemented frontend JavaScript framework (MVC) and REST API backend

IBM

Extreme Blue Intern, UI & UX Developer • RaphaelJS • Google Maps API • PhoneGap

Austin, TX Spring 2010

San Jose, CA Summer 2011

- Led small agile team development of visualization tool for large-scale geographic data leveraging IBM data services
- Presented project to numerous IBM executives including CEO
- Reported on stability of various HTML5 mobile features given IBM's desired feature set to guide IBM's mobile strategy

Synthetic Cinema International

Video Editor, Audio Recording Engineer, Audio Editor, Systems Support, Web Developer

Rocky Hill, CT

2007 - 2010

Pyro/FX Entertainment Group

Systems support & integration for synchronized computer-controlled pyrotechnics firing system

Hamden, CT

2006 - 2010

Education

Stanford University

M.A in Music, Science, and Technology: Computer Science paradigms for audio/music applications, signal processing, algorithmic music, user interfaces, audio synthesis

2013

GPA 3.86

Rensselaer Polytechnic Institute, Troy NY

B.S. in Computer Science, Minor in Electronic Arts: Data structures, algorithms, programming languages, computer architecture, models of computation, audio/media technology

2011

GPA 3.79

Interests

- enabling artists
- music creation
- audio synthesis / generative music
- multimedia / interactive art & performance
- full-stack software design & development
- web software stacks
- entrepreneurship & lean thinking
- design thinking
- open source philosophies
- open standards
- mindfulness practice
- beginner's mind