

Colin Sullivan

Software developer of full-stack web and interactive systems

colin@colin-sullivan.net
colin-sullivan.net/portfolio

Employment

Stamen Design

San Francisco

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

Feb 2019 - Current

- 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

Yeti

San Francisco

Contract Software Developer • Django • React.js • C++ • Intel Realsense API • Open CV • Ansible • Linux

Nov 2018 - Feb 2019

- Led Django & React web application implementation and deployment, including integration with Docraptor PDF generation API
- Led development of realtime C++ computer vision prototype application, designing system architecture and collaborating with CV expert to integrate core technology

Dolby Laboratories

San Francisco

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

Feb 2016 - Oct 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

Stanford University

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

Spring 2015

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

Samsung NExD

San Francisco

Contract Software Developer • React.js • Redux • AWS

2014

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

Musikara

Oakland

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

2013

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

Gracenote

Emeryville, CA

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

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

2010 - Fall 2011

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

- 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

Austin, TX Spring 2010

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

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

Rocky Hill, CT

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

2007 - 2010

Pyro/FX Entertainment Group

Hamden, CT

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

2006 - 2010

Education

Stanford University

2013

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

GPA 3.86

Rensselaer Polytechnic Institute, Troy NY

2011

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

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