

Aidan O'Flannagain, Ph.D.

Senior Game Server Developer

aidanof.com

contact@aidanof.com

Skills

Programming

- Extensive **Python** gained through eight years of development, research & teaching.
- Experience with **redis** in a live MMO environment and **SQL** for personal projects.
- Daily use of **git** and **SVN** to maintain extensive codebases with large software teams.
- Ability to automate code deployment and testing via **Gitlab CI** and **Jenkins** pipelines.
- Experience deploying **Docker** instances to **AWS ECS**.
- **HTML**, **CSS**, **PHP** and **javascript** through development of personal and professional websites.
- **Unity**, **Godot**, **Golang**, **C#**, **C++** and **java** for development of small games as a hobby (see aidanof.com for examples).

Public Speaking

- Presentation of novel scientific work at a number of international conferences.
- Public engagement in classrooms (e.g., student2scientist.org), on RTEjr's "Why Guy", and at the European Space Expo.

Languages

- Native **English** (IELTS 8.5+), conversational **Japanese** (JLPT N3), basic **French**, **Irish**.

Employment

2015 - Present	Senior Game Server Engineer	DIGIT Game Studios
	<i>Development of backend game logic and tools for mobile MMO strategy games.</i>	
2014 - 2015	Postdoctorate Researcher	Trinity College, Dublin
	<i>Development and testing of satellite instrument software for ESA.</i>	
2014 - 2015	Python teacher, Founder	Codify Dublin
	<i>Management and teaching of Python workshop series.</i>	
Summer 2009	Research Intern	NASA Goddard Space Flight Centre
	<i>Scientific data analysis and research.</i>	

Education

2010-2014	Ph.D. in Solar Physics	Trinity College, Dublin
	<i>X-Ray and Radio Diagnostics of Accelerated Electrons in Solar Flares</i>	
2006-2010	B.A. in Physics and Astrophysics	Trinity College, Dublin
	<i>First class honours; Trinity Gold Medal award; Trinity Scholarship award; Undergraduate Awards of Ireland and Northern Ireland Gold Medal</i>	

References

Available upon request.

