

Aidan O'Flannagain, Ph.D.

Game Server Developer

aidanof.com
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Skills

Programming

- Extensive **Python** gained through six 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 a large software teams.
- **HTML, CSS, PHP** and **javascript** through development of physics.tcd.ie/Astrophysics, codifydublin.com, student2scientist.org, eclipse2015.ie, espm14.ie.
- **Unity, Python, 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

- Fluent **English**, intermediate **Japanese, French**, and **Irish**.

Employment

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|----------------|--|----------------------------------|
| 2015 - Present | Game Server Engineer | DIGIT Game Studios |
| | <i>Development of backend software for mobile MMO strategy games.</i> | |
| 2014 - 2015 | Postdoctorate Researcher | Trinity College, Dublin |
| | <i>Development and testing of satellite instrument software for ESA.
Scientific data analysis and publication.</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

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|-----------|--|-------------------------|
| 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.