

CURRICULUM VITAE

Sean Farrell

14 Silverpine

Kirkland, Quebec, H9J 2X7

Phone: 514-630-9155 – Email: Farrell.sean@gmail.com

EDUCATION:

- Feb. 2007 – Ongoing** **Herzing College, Montreal, PQ**
3D-Animation (Video-games)
- May. 2006 – Ongoing** **Concordia University, Montreal, PQ**
Bachelor of Arts (*History/Philosophy*)/(Part-time)
- Sept. 1999 – May 2004** **Concordia University, Montreal, PQ**
Bachelor of Arts (*Political Science*)
- Sept. 1996 – Nov. 1998** **John Abbott College, Montreal, PQ**
Diplome D'Études Collégiale (*Social Sciences*)

EMPLOYMENT HISTORY:

January 2005 - **INSIGHT CANADA, Montréal, PQ**
October 2005

Bid Specialist

- Negotiated with vendors (HP, IBM, etc) and distributors (Ingram Micro, Synnex, Techdata, etc) to ensure the lowest possible cost on IT products and services for our Sales Reps.
- Was responsible for all our agents in Western Canada, Ottawa, as well as several Quebec teams.
- Designed and maintained a metrics system by which the efficiency of the department could be measured and reported (i.e. Average case resolution time, turn-around time from vendors vs. distributors, determining the average case-type by geographic sales area, etc)
- Created tools that increased efficiency and accuracy in generating pricing: Reduced our standard turn-around time from 14 hours to 10 hours and increased our percentage of same-day turn-around significantly.

July 2003 - **ELECTRONIC ARTS CANADA, Burnaby, BC**
November 2004

Senior Software Quality Assurance Agent

- The SSQAA is a variable special position (changes from franchise to franchise) within EA. My position combined responsibilities and mandates of a Team Lead and that of a Senior Tester.
- Was a franchise specialist working on the following titles: FIFA 2003, FIFA 2004, FIFA 2005, FIFA Total Football.
- Due to the modules for which I was responsible (Franchise Mode, Tournament & Season Mode) there was close relationship between the game design team and myself which resulted in taking part in an advisory role in certain development meetings.

- I was also responsible for "Swat" teams during critical paths creating special testing scripts and emergency strategies for the QA team as well as being one of three special 'envoys' (one from QA, one from the Programmers, and one from Development) to discuss feature cuts, work-around, and additional critical decisions) .
- Managed and plotted project milestones reporting and testing for the QA Teams. Helped to determine what would be included in each Milestone with the Dev team.
- Headed teams of ten to twenty testers.
- Produced and maintained automated documents which severely reduced workload and time-line projections. Our staff was able to cut OT completely out of the Milestone verification element.
- Designed and ran training programs for our franchise. Produced all Multimedia. Trained groups of 30-40 individuals per class.
- Tested for Software defects on multiple consoles (PS2, Game cube, X-Box, PC, Nokia).

**July 2002 –
November 2002
(CONTRACT)**

ELECTRONIC ARTS CANADA, Burnaby, BC

Software Quality Assurance Agent

- Performed Black Box testing on the PS2 Console.
- Worked to create testing scripts with team point of contact for the rest of the team.
- Interfaced with the design team on various design issues above and beyond the normal call-of-duty.

**February 1999 -
June 2002**

MICROBYTES LOGICELS, INC., Point-Claire, PQ

Floor Manager (Sales + Service), Technician, Sales, and Builder

- Trained and managed the staff of a successful computer store. On the front-lines with customers as a salesman and resolving issues while running customer service.
- Built and repaired custom high-end personal computers.
- Knowledgeable about thousands of parts, stats, and compatibilities in order to perform both sales and technical positions.

NON-PROFIT INVOLVEMENT:

Dec. 1998 – May. 1999

Segong Language Program, Seoul, S.Korea

Ski Instructor and TESL Teacher

- Performed both as a Ski instructor and as an English Teacher at the Chonmasan Ski Resort located in South Korea.