

BRENDAN FLAHERTY MULTIMEDIA DESIGNER

EDUCATION

Sept. 2013 – May 2017	Cork Institute of Technology(C.I.T), Bishopstown, Cork		
Course:	BA Degree in Multimedia with First Class Honors		
Sept. 2012 – April 2013	St.Johns Central College, Sawmill Street, Cork		
Course: Achieved:	Multimedia level 6 FETAC level 6		
Sept. 2011 – April 2012	St.Johns Central College, Sawmill Street, Cork		
Course: Achieved:	Multimedia level 5 FETAC level 5		
Jan. 2001 – Dec. 2005	Cork Institute of Technology(C.I.T), Bishopstown, Cork		
Course: Achieved:	Carpentry and Joinery Apprenticeship Merit		
WORK			

June 2021 – Present	Dept. of Technology Enhanced Learning, MTU, Cork		
Position: Responsibilities:	Elearning Technical Officer Development of online courses & learning resources Collaboration with multi-disciplinary team for European Projects Supporting teachers and learners to facilitate learning Creation of digital assets to integrate to European Projects Video production for enhance the learning expierence Web development for internal and external projects		
June 2017 – June 2021	Pilz Ireland, Model Farm Rd, Cork		

Position:Interactive System DesignerResponsibilities:Development of interactive training based applications
Collaboration with multi-disciplinary team for training platform
Create media rich content for customers and internal training
Contribute to the documentation of user based requirements
Define the technical specifications for application development
Integrate interactive multimedia elements into one platform

INTERESTING WORK PROJECTS • MTU

EU Funded BETA Project

- Collaborative project between 5 European partners on EU funded project
- Course design: Design & development of course & digital assets through iterative process
- Platform development: Creation of online multi-language learning platform
- Web development: Multi-language website for project information and dissemination
- Transferable Skills
- Communication
 Problem Solving
 Creativity
 Collaboration

EU Funded Project "Digital Treasures"

- Collaborative project between 7 European partners on EU funded project
- Design & Development of interactive elements to support archival exhibitions
- Implementation of game-based learning elements to enhance learning experience
- Integration of augmented reality experience to bring archival objects to life **Transferable Skills**
- Research
 Collaboration
 Problem Solving
 Creativity

CONTACT +355 (87) 148-7698 www.brendanflaherty.ie

PERSONAL

Name	Brendan Flaherty		
Birthday	7th May 1980		
Nationality	Irish		
Born	Cork, Ireland		
Languages	English		

ABOUT ME

Multidisciplinary digital creative offering versatile but focused skill-set, a balance between creative and analytical qualities with an emphasis on user-centric practices. Adaptable, ambitious, self-motivated and confident with the ability to adapt to a variety of multimedia situations

CONTACT

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REFERENCES

Available on Request



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INTERESTING WORK PROJECTS • PILZ

Awareness Safety Training for Global Customer

- Collaborative project between international departments to develop online safety training
- Course design: From conceptual phase & design to development & deployment
- 3D interactive models embedded to inform users of safety protocols

 Converted to SCORM compliant E-learning package for integration with customers LMS **Transferable Skills**

 Communication • Problem Solving • Creativity • Collaboration •

Virtual & Augmented Reality Industrial Production Line Development

- Bespoke 3D Industrial Production line built using Blender
- Integrated into Virtual and Augmented environment
- Development of interactive elements to allow user to experience real life scenarios
- Introduction of audio and visual elements to create a real time experiencec
- Transferable Skills
- Research Analytical • Problem Solving • Creativity

INTERESTING VOLUNTEER PROJECT

KYSS - Mental Health App

- Collaborative project to develop an app for Kinsale Youth Support Service(KYSS)
- Displaying useful information and contact details as a support
- Built for iOS and Android

Transferable Skills

 Communication Problem Solving • Creativity Collaboration

INTERESTING COLLEGE PROJECTS

Final Year Project - GRIP

- Group project to develop solution to improve upper limb motor function
- Designed a squeezable controller system with immersive game play
- A cross-platform game in HTML5
- Helps patients to improve recovery through a fun activity

Transferable Skills

٠	Analytical	٠	Collaboration	٠	Creativity
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ACHIEVEMENTS

Rapid Response

• Group project for the Microsoft Imagine Cup 2015 World Citizenship Category

Problem Solving •

- We created a pitch video, a business plan and the UX design for our app idea
- A mobile application that will assist the emergency services
- The system will allow people quickly contact the emergency services
- Provide them with real-time images, footage and GPS location
- Identify the patient's needs for triage



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INTERESTS

- 3D Design
- UX/UI Design
- Interaction Design
- App Development
- Game Development
- VR Development
- AR Development
- Interactive Training

HOBBIES

A passion for sports, adventure sports, the outdoors, experiencing new places, reading, and photography

\bigcirc Photography



Triathlon







Endurance Races

Hiking

ONLINE PROFILE

