

# Sebastian Dunn

SOFTWARE DEVELOPER AND  
BIOINFORMATICIAN



Please contact me via



my website or [LinkedIn](#)



Auckland, New Zealand



[SebDunn.com](#)



[LinkedIn](#)

## SKILLS

9/10

Java

7/10

C++ / Python / R

6/10

Unity / VR / C#

10/10

Communication / Presentation

7/10

Project Management

9/10

Molecular Biology / Bioinformatics

## EDUCATION

MSc (Bioinformatics)

*The University of Auckland*

2019-present (submitted September 2021)

Bachelor of Computer Science and  
Technology

*The University of Sydney*

2012-2014

BSc (Medicinal Chemistry)

*The University of Auckland*

2007-2009

## ABOUT ME

*I'm a bioinformatic software  
developer with a passion for  
Mixed Reality technologies  
and science communication.*

I'm looking for roles that will let me continue to explore the best ways to take advantage of AR and VR. I'm especially interested in roles where I can apply this technology to scientific data and education.

## EXPERIENCE

### Research Assistant and Developer

*University of Auckland, Auckland, New Zealand*

*November 2019 – March 2020*

I worked with the Allison Group at the School of Biological Sciences, implementing UX improvements for CherryPicker.

CherryPicker is a software tool written in C++ and Python. It uses feature matching against existing databases to parameterise new molecules for Molecular Dynamics simulation.

### Software Developer

*Biomatters, Auckland, New Zealand*

*July 2014 – February 2020*

I worked on the Geneious Prime development team, maintaining and extending this software suite for molecular biology and sequence analysis.

- Developed in Java for this desktop platform, using JetBrains IDEs and the Atlassian ecosystem for agile project management.
- Worked across multiple modules, with special focus on the phylogenetic tree viewer, cloning tools, and the licensing tool.
- Implemented a CRISPR guide finding tool that was a finalist in the 2015 BioIT World "Best in Show" awards.
- Worked in a second, cross-functional team integrating cloud services into the desktop platform.