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MAIN STAGE  BAROQUE CHAPELLIGHTNING TALKS  THE DRAWING ROOM**10:30**  
**11:00** **Katharine Jarmul – Algorithmic Art? A Study of Creative AI from the 80s to Today**

You might have heard about or even experimented with today's tools for creative AI. You can develop paintings, write poetry (depending on your definition), and even make songs using deep learning networks. But did you know one of the first AI and art collaborations began in the late 80s? We'll take a stroll through the history of artificial intelligence and its artistic creations ending with some fun experiments you can run on your computer!

**11:05**  
**11:25** **Tech Community User Group Lightning Talks**

A set of 2-minute lightning talks by local tech community user group organisers.

- Gleb Lebedev - [3DCamp Dublin](#)
- Xavier Glab & Horvath Thomas - [AngularJS](#)
- Bryan Conneely - [Azure Dublin Meetup](#)
- Coral Movasseli - [Girls in Tech Dublin](#)
- Karen Church - [XX+Data](#)
- Kevin O'Brien - [DublinR](#)
- Marion Palmer - [WITS Ireland](#)
- Dan Kersten & Kevin Noonan - [Clojure Ireland](#)

**11:30**  
**12:00** **Maria Hyland – Gamification: And how it applies to you**

As developers we all have a responsibility to reduce the known unknowns in cyber security to the smallest possible level.

As developers we all have a responsibility to try to illuminate as best we can unknown unknowns - these are Zero days in security, as best we can. This talk explains the journey IBM took to make its developer's cyber aware, and presents a methodology for others to emulate and bring back to their organisations. Only through successful collaboration and information sharing can we hope to have a cyber secure future.

**12:05**  
**12:25** **Tech Community User Group Lightning Talks**

A set of 2-minute lightning talks by local tech community user group organisers.

- Sergio Gonzalez - [Customer Analytics Dublin](#)
- John Anthony Walsh - [The Data Protection Forum](#)
- Laura Uzcátegui - [Ireland Girl Geek Dinner](#)
- Laura Uzcátegui - [Women Who Code Dublin](#)
- Laura Uzcátegui - [Women TechMaker Dublin](#)
- Patrick Mooney - [DublinUX](#)
- Thomas Shaw - [Docker Dublin](#)

**12:30**  
**13:00** **Melanie Rieback – Pentesting ChatOps**

In this talk Melanie Rieback will introduce the basics of Pentesting ChatOps, and will discuss the processes and open-source tools (RocketChat, Hubot, Gitlab, various pentesting tools) needed to enable Pentesting ChatOps within your own organization.

**13:05**  
**13:20** **Tech Community User Group Lightning Talks**

A set of 2-minute lightning talks by local tech community user group organisers.

- Mihai Todor - [Dublin C/C++ User Group](#)
- Pat O'Callaghan & Cormac McGuire - [DublinJS](#)
- Paul Palmes - [Dublin Julia](#)
- Luana Cavalcanti - [Ladies That UX Dublin](#)
- Vicky Twomey-Lee - [Coding Grace](#)
- Vicky Twomey-Lee - [PyLadies Dublin](#)
- Christopher McGrath - [Ruby Ireland](#)

**11:00**  
**11:30** **Ian Huston, Associate Director, Pivotal – What we build at Pivotal Dublin and how we build it****11:30**  
**12:00** **Roland Tritsch, VP Engineering, Nitro – Shared-nothing Micro-Services Architectures ... and how to get there****12:00**  
**12:30** **Harry McKillen, UI Team Lead, Aer Lingus – Modernising an Airlines' Front-end****12:30**  
**13:00** **Claire Carroll and Richard McNiff – Accenture Lightning Talk****13:00**  
**13:30** **Joost van Dongen – Cello Fortress**

13:25 **Break**  
 13:55 Stretch your legs, grab a coffee/tea, and check out our other installations.

13:30 **Janine Crosbie, Development Manager, Pramerica – Journey to the Cloud**  
 14:00

14:00 **Tech Community User Group Lighting Talks**  
 14:20 A set of 2-minute lightning talks by local tech community user group organisers.

14:00 **Clodagh NicCanna, Development and Programme Director – Ocuco Lightning Talk**  
 14:30

- Michael Twomey - [Elm Dublin User Group](#)
- Jérémie Jost - [Functional Kubs](#)
- Rory Glynn & Raphael Savina - [GDG Dublin](#)
- Simon Hewitt - [GDG Belfast](#)
- Remo Jansen - [Dublin Open Source](#)
- Remo Jansen - [Dublin Typescript](#)
- Donal O Duibhir - [iNOG](#)
- Gregor Heine - [Dublin Scala User Group](#)

14:25 **Ruth John – How to Be a Web A/V Artist**  
 14:55 Come and be fascinated by the world of audio visualisation in a browser. This isn't just about creating stunning data vis to music! We see how we can pipe data realtime into custom properties to enhance our visuals.

14:30 **Bobby Healy, CTO – The Disk Light Shouldn't Blink**  
 15:00

The speaker re-addresses how we analyse sound via the Web Audio API and proposes a better way of processing the data to better suit music, and, to top it all off, we harness the Web MIDI API for full hardware control as well.

You may not think it, but this really is a talk with a great deal of take-aways and new techniques for you to consider in your coding life.

15:00 **Tech Community User Group Lighting Talks**  
 15:20 A set of 2-minute lightning talks by local tech community user group organisers.

15:00 **Phil O'Malley, Director of Engineering – Fernergo Lightning Talk**  
 15:30

- Declan McKibben - [Machine Learning Dublin](#)
- Augusto Evangelisti - [Ministry of Testing Dublin](#)
- Michael Flanagan - [PHP Dublin](#)
- Filip Szymczak - [IxDA](#)
- Emmeline Tang - [Intertech Ireland](#)
- Joanna Nieć - [R-Ladies Dublin](#)
- Nicaise Ishimwe - [Women in Tech Africa](#)
- Siobhan Grayson - [PyData Dublin](#)

15:25 **Rachel Andrew – Solving Layout Problems with CSS Grid and friends**  
 15:55

CSS Grid Layout launched into the majority of our browsers in 2017. As designers and developers have started to use Grid Rachel has been answering a lot of questions about the specification.

In this talk Rachel will answer some of the common questions about Grid Layout in production - from dealing with old browsers to what might come next in CSS for layout. There will be plenty of practical tips for you to use in your projects today.

15:30 **Diarmuid Delaney, Software Development Manager – BearingPoint Lightning Talk**  
 16:00

16:00 **Tech Community User Group Lighting Talks**  
 16:15 A set of 2-minute lightning talks by local tech community user group organisers.

16:00 **Emma Barrett – Techies 4 Temple Street Lightning Talk**  
 16:15

- Cian McMahon - [ReactJS Dublin](#)
- Oisín Hurley - [Xcake Dublin Meetup](#)
- Claire Burn - [Women Who Code Belfast](#)
- Claire Burn - [Women Techmakers Belfast](#)
- Maximilian Thiel & Silviu Preoteasa - [Hadoop Ireland](#)
- David Markey - [Python Ireland](#)

16:20

16:50

**Thomas Shaw - Technologies that are going to affect our lives in the next decade are being tested and developed in the video game sphere.**

In January 2016 Activision approved a pilot project to build a containerised continuous delivery pipeline using Docker. This project spanned multiple devops teams and would culminate in launching a production title "Skylanders Imaginators" in October 2016.

This talk will discuss the cultural and technical challenges faced throughout the pilot. It will cover why it is important, especially in the games industry, to be evaluating and integrating technologies like Docker in order to remain competitive, innovative and relevant.

Demonware are the first studio under Activision to be running Docker in Production and we are sharing these experiences with other studios who are yet to explore the benefits of containers. This talk will cover the technology stack used in Skypilot, what worked well and what tooling fell short.

17:00

17:30

**Cello Fortress - After-Party: Cello Fortress**

Cello Fortress is a unique combination of a game and a live music performance. A cellist defends a fortress by improvising on his cello. Melodies control the guns, dissonant notes activate the flamethrowers. Players from the audience use game controllers to steer their tanks and attack the fortress. The cellist plays live music, while at the same time controlling the game to be a fun challenge for the players. Cello Fortress is an innovative experiment that blends concert and game.

17:45

18:45

**{Live:JS} - After-party: { Live:JS }**

A collective of audio and visual artists who build live experiences, shows and installations. Why JS? Because that's the main technology we use: JavaScript.

16:15

16:30

**Hear Kenneth Duda - Founder, CTO of Arista Networks speak at 404 on "Software Done Right"**

## INSTALLATIONS

10:00 17:00	<b>Robin Baumgarten – Line Wobbler</b> Line Wobbler is a one-dimensional dungeon crawler game with a unique wobble controller made out of a door-stopper spring and a several meter long ultrabright LED strip display.	 THE GREAT HALL
10:00 16:30	<b>Owen Harris &amp; Monobanda play – Deep VR</b> DEEP is a meditative and psychoactive VR game that is controlled by breathing. Players don the Oculus Rift and the custom DEEP controller to explore a beautiful and mysterious undersea world.	 ANTE ROOM (1st FL)
10:00 16:30	<b>John Clarke, Richard Moore and Jason Flood – IBM Hackable City</b> Hadley's Hope has built in vulnerabilities which allows to hack in and take control over the city services like power plant, water supply, city walls etc. The purpose of this project is to raise awareness about security and to show how big an impact hacker attacks can have on the operation of the city.	 ANTE ROOM (1st FL)
10:30 13:00	<b>Máirín Murray and Ellen Ward – Digital Missing Mapping</b> Join Tech For Good Dublin in making digital maps as part of an open source project from MissingMaps.org. Concern Worldwide and MSF Ireland are part of a global movement to build digital maps of vulnerable and remote areas around the world. We'll show you how to use the OSM HOT Task Manager tool to draw houses, roads and other features onto satellite imagery. We are looking for you to help and the digital maps you'll create will support NGOs and community groups working in unmapped areas.	 The BOARD ROOM (1st FL)
10:30 11:30	<b>Cordula Hansen PhD – Palm House Philosophy – VR Experience</b> Palm House Philosophy is an early stage work in progress comprising artwork created in Google Blocks and Tiltbrush using the HTC Vive. The demo will show use of these native development tools, and a rough-and-ready experience prototype for Google Cardboard. The intention of the work is to explore gamified approaches to deep thinking and philosophy education in VR.  This demo is relevant if you are interested in developing in VR for VR, VR for education or just want to see Google Blocks and Tiltbrush in action.	 The BOARD ROOM (1st FL)
11:45 12:15	<b>Matthew Hanlon – ARKit in Swift Playgrounds</b> Add a stylized pear to your world with ARKit!	 The BOARD ROOM (1st FL)
12:15 13:15	<b>Camille Donegan &amp; Sabina Bonnici – Silver Branch VR Storytelling content</b> Silver Branch look forward to demoing VR Storytelling content at 404.	 The BOARD ROOM (1st FL)
13:00 13:30	<b>Joost Van Dongen – Cello Fortress</b> Cello Fortress is a unique combination of a game and a live music performance. A cellist defends a fortress by improvising on his cello. Melodies control the guns, dissonant notes activate the flamethrowers. Players from the audience use game controllers to steer their tanks and attack the fortress.	 The DRAWING ROOM
13:30 14:30	<b>Raphaël Savina &amp; Siddharth Kulkarni – GDG Dublin demo with Tango</b> Project Tango brings Motion Tracking, Depth Perception, and Area Learning to mobile devices. GDG Dublin will showcase a few apps developers are building to do things like finding your way around, measuring your world, and walking through stories.	 The BOARD ROOM (1st FL)
14:30 15:30	<b>Ryan Paetzold – J5 – Robotic 360° Camera Rover</b> J5 is currently an experimental robotic platform for housing and transporting a 360° camera rig. The project is being done in conjunction with Filip Florek, John Huikku and Emmet Burke whereby once all the kinks of early prototyping are ironed out, a fully functioning FPV platform will be produced to capture 360° live action footage for VR and VR+AR commercial projects and applications.	 The BOARD ROOM (1st FL)
17:00 17:30	<b>Joost Van Dongen – Cello Fortress</b> Cello Fortress is a unique combination of a game and a live music performance. A cellist defends a fortress by improvising on his cello. Melodies control the guns, dissonant notes activate the flamethrowers. Players from the audience use game controllers to steer their tanks and attack the fortress.	 BAROQUE CHAPEL