## Sarah Flannery

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**Sarah Flannery** (born 1982, County Cork, Ireland) was, at sixteen years old, the winner of the 1999 Esat Young Scientist Exhibition for development of the Cayley–Purser algorithm, based on work she had done with researchers at Baltimore Technologies during a brief internship there. The project, entitled "Cryptography – A new algorithm versus the RSA", also won her the EU Young Scientist of the Year Award for 1999. Her book *In Code* (2001), cowritten with her father, mathematician David Flannery, retells the story of the making and breaking of the algorithm and of the enjoyment that she got, as a child and throughout her life, from solving mathematical puzzles.

She studied computer science at Peterhouse, a college of the University of Cambridge, graduating in 2003, and, as of 2006, worked for Electronic Arts as a software engineer. She now works at TirNua as a "Chief Scientist".[1] She focuses on developing the virtual economy in the game and the back-end web services that power game features.

Before working at TirNua, Sarah was software engineer working directly with then Electronic Arts Worldwide Chief Technology Officer, Scott Cronce, and, later, with many fellow Tirnua founders on her first virtual world. Cronce described her as "a rising star [and] a dynamo of energy with great intelligence"![2]

At EA, she successfully set up the EA Open Source program. Sarah created data visualizations on software architecture and game content creation which were used to directly impact the quality of both. She also successfully ran and turned around the virtual economy within EA-Land (formerly The Sims Online).

Previously she worked on the technical and scientific computing software product Mathematica for Wolfram Research.

The lights on St. Patrick's Street, one of the main thoroughfares of Sarah's home city of Cork, are named after her.

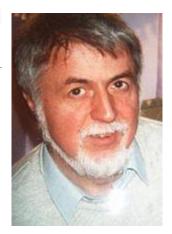
## Gerard Murphy

From Wikipedia, the free encyclopedia

## Research

Gerard's research was in functional analysis. In recent times his research was on quantum groups and non-commutative geometry, subjects of importance both for mathematics and physics. He authored more than 70 original mathematical papers, singly or with colleagues in Ireland, Europe and North America. He will also be remembered for his book, C\*-algebras and Operator Theory, which was published in 1990 to worldwide acclaim.

Gerard's principal interests were in the general theory of C\*-algebras, the spectral and index theory of Toeplitz operators on Hardy spaces of ordered groups and bounded symmetric domains, and the C\*-algebra approach to quantum groups.<sup>[1]</sup>



## Groups

**Royal Irish Academy:** He was a member of the Publications Committee of the Royal Irish Academy and Editor-in-Chief of the Mathematical Proceedings of the Royal Irish Academy. This is a journal devoted to current research in all areas of pure mathematics and appears twice yearly.

**European Union Research Network:** He was the Irish coordinator of the European Union Operator Algebras Network. This comprises a group of universities across seven countries in Europe that co-operate to promote research in operator algebras and noncommutative geometry.