

# Willy Nolan

willy@willynolan.com

Python  
Javascript  
C++ and C#  
OpenGL and WebGL  
HTML and CSS

## PROGRAMMING SKILLS

TouchDesigner  
Unity  
Git

## APPLICATION SKILLS

Linux and Bash  
Computer networking and communication protocols (TCP/IP, SSH, MIDI, DMX, etc.)  
Data formats (XML, JSON, YAML etc.)  
Experience with high-end graphics cards, displays and projectors

## OTHER SKILLS

### Senior Software Engineer

The Madison Square Garden Company  
San Francisco, CA  
May 2019 - Present

## WORK EXPERIENCE

Joined MSG upon its acquisition of Obscura Digital  
Work on the content pipeline and write code for internal projects and research and development for the MSG sphere

### Software Engineer

Obscura Digital  
San Francisco, CA  
June 2015 - May 2018

Wrote code for some of the biggest interactive installations and audio-visual events in the world  
Researched new technologies and developed computational photography and video projection tools  
Worked to improve internal documentation and standardize software development practices

### Software Engineer

Madrone Studios  
San Francisco, CA  
March 2014 - June 2015

Designed and developed large-scale visual and interactive installations locally and internationally  
Provided technical guidance during concept design and content creation

### Software Engineer

NightWalker Clothing  
Portland, OR  
August 2013 - March 2014

Wrote the entire codebase for the company's flagship MEAN stack application  
Handled all application deployment, monitoring and maintenance

### M.S. Journalism

The University of Southern California  
2013

## EDUCATION

### B.S. Communication Studies

Portland State University  
2010

Travel  
Pop culture of the 1980s

## INTERESTS