

# Willy Nolan

willy@willynolan.com

San Francisco, CA

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

### Software Engineer

The Madison Square Garden Company

San Francisco, CA. May 2018 - Present

Joined MSG upon its acquisition of Obscura Digital

Work on the content pipeline as well as research and development for the MSG sphere

## WORK EXPERIENCE

### Software Engineer

Obscura Digital (Acquired by The Madison Square Garden Company)

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

Show Control System at AT&T Stadium

Social Canvas at MGM Cotai

Architectural Projections at Shantou University

(all documented at willynolan.com)

## SELECTED PROJECTS

Travel, Sound synthesis, Pop culture of the 1980s

## INTERESTS