Willy Nolan

willy@willynolan.com

PROGRAMMING SKILLS

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

APPLICATION SKILLS

TouchDesigner
Unity
Max
Git

OTHER SKILLS

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

WORK EXPERIENCE

Interactive Engineer
Obscura Digital
San Francisco, CA
June 2015 - Present

Write code for some of the biggest interactive installations and audio-visual events in the world
Research new technologies and develop tools for computational photography and video projection
Design and develop client-facing graphical user interfaces
Work 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

EDUCATION

M.S. Journalism
The University of Southern California
2013

B.S. Communication Studies
Portland State University
2010

INTERESTS

Travel
Sound synthesis
Pop culture of the 1980s