

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