

# NOLAN O'KEEFE

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## Summary

Creative Technology Engineer looking for full time position within Location Based Entertainment.

## Software Skills

- Pro Tools
- Logic
- AutoCAD
- Solidworks
- Fusion 360
- Unity
- Adobe Suite
- MS Office

## Programming Languages

- MATLAB
- C#
- Max
- R

## Interests

- Vinyl Record Collecting
- Concert Going
- Frisbee Golf

## Student Involvement

- Cornhusker Marching Band
- Pitch Please (a Cappella)
- On-camera Host, 2021 ETC Festival Livestream

## Education

<b>Master of Entertainment Technology</b> Carnegie Mellon University	Expected Graduation: May 2023 Pittsburgh, PA
<b>Bachelor of Mechanical Engineering, Music Technology Minor</b> University of Nebraska-Lincoln	Dec. 2020 Lincoln, NE
<b>Study Abroad</b> University of Leeds	Sept. 2018 – May 2019 Leeds, England

## Work Experience

<b>Universal Creative</b> <i>Technical Intern</i>	Orlando, FL Jan. – May 2023
<ul style="list-style-type: none"><li>• Work in the Advance Technology Interactives (ATI) department under the Research and Development (R&amp;D) team for the lead Software Developer.</li><li>• Configure proprietary software for quality assurance tests with a technology platform.</li><li>• Collaborate with contracted vendors to develop software for our project pipeline.</li></ul>	
<b>Rockstar Games</b> <i>Facilities Engineer/R&amp;D Intern</i>	New York City, NY June – Aug. 2022
<ul style="list-style-type: none"><li>• Act as a junior engineer and R&amp;D resource for the motion capture facilities group.</li><li>• Support R&amp;D efforts by customizing hardware and fabricating props to improve the quality of the Performance Capture shoots.</li><li>• Lead a novel project from research to prototype using tools such as 3D printing, soldering, circuit designing, and assembly.</li></ul>	
<b>University Of Nebraska-Lincoln</b> <i>Learning Spaces Support Associate</i>	Lincoln, NE Jan. – July 2021
<ul style="list-style-type: none"><li>• Support learning in the classroom via technical assistance with audio/video technologies such as projectors, microphones, cameras, computers, and displays.</li><li>• Train faculty on usage of technology in classrooms including support with Zoom and lecture capture.</li></ul>	

## Academic Projects

<b>Little Big Engineers</b> <i>Technology Engineer/Sound Designer/Producer</i>	Carnegie Mellon University Fall 2022
<ul style="list-style-type: none"><li>• Design the technological experience behind 'Return of the Dragon', an interactive walkthrough attraction for the ETC's 2022 Fall Festival.</li><li>• Collaborate with designers and artists to create a giant dragon puppet head with programmable lights and smoke machine.</li><li>• Fabricate set pieces for our experience using laser cutting, soldering, and woodworking.</li><li>• Produce the schedule and budget for our team of five engineers/designers/artist.</li></ul>	
<b>Building Virtual Worlds</b> <i>Sound Designer/Producer</i>	Carnegie Mellon University Fall 2021
<ul style="list-style-type: none"><li>• Collaborate in teams of five to build five rapidly developed games in two-week sprints.</li><li>• Compose, record, and mix music and sound effects using Pro Tools and Logic.</li><li>• Develop in Unity for Oculus Quest, Microsoft HoloLens, Tobii Eye Tracker, and HTC Vive.</li></ul>	
<b>Capstone Project</b> <i>Music Technology Minor</i>	University of Nebraska-Lincoln Fall 2020
<ul style="list-style-type: none"><li>• Design and produce a synthesizer that reads hand motion with a Leap Motion Controller and translates the motion to sound with Max, a visual programming language.</li></ul>	