






NOLAN O'KEEFE

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[LinkedIn](#) 
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Summary

Engineer, designer and creative technologist looking for spring 2023 internship/coop. Interested in 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

Master of Entertainment Technology Carnegie Mellon University Expected Graduation: May 2023
Pittsburgh, PA

Bachelor of Mechanical Engineering, Music Technology Minor Dec. 2020
University of Nebraska-Lincoln Lincoln, NE

Study Abroad Sept. 2018 – May 2019
University of Leeds Leeds, England

Academic Projects

Building Virtual Worlds Carnegie Mellon University
Sound Designer/Producer Fall 2021

- Collaborated in teams of five to build five rapidly developed games in two-week sprints.
- Composed, recorded, and mixed music and sound effects using Pro Tools and Logic.
- Developed in Unity for Oculus Quest, Microsoft HoloLens, Tobii Eye Tracker, and HTC Vive.

Capstone Project University of Nebraska-Lincoln
Music Technology Minor Fall 2020

- Designed and produced a synthesizer that reads hand motion with a Leap Motion Controller and translates the motion to sound with Max, a visual programming language.

Robotics Project University of Nebraska-Lincoln
Mechanical Engineering Major Fall 2020

- Designed a robot inspired by “Useless Robots” with several degrees of freedom in order to study complex kinematics in relation to simple tasks.
- Programmed Arduino microcontroller and servo motors using MATLAB.

Senior Design Project University of Nebraska-Lincoln
Mechanical Engineering Major Summer 2020

- Designed a prototype in Solidworks for a wheelchair attachment that improves its ergonomics.
- Produced a functional prototype with a 3D printer.

Work Experience

Facilities Engineer/R&D Intern June 2022 – Aug. 2022
Rockstar Games New York City, NY

- Act as a junior engineer and R&D resource for the motion capture facilities group.
- Support R&D efforts by customizing hardware and fabricating props to improve the quality of the Performance Capture shoots.
- Lead a novel project from research to prototype using tools such as 3D printing, soldering, circuit designing, and assembly.

Learning Spaces Support Associate Jan. 2021 – Jul. 2021
University of Nebraska-Lincoln Lincoln, NE

- Supported learning in the classroom via technical assistance with audio/video technologies such as projectors, microphones, cameras, computers, and displays.