

Education

Expected Graduation December 2025
Michigan Technological University

- Bachelor's in Computer Science
- Minor in Business
- 3.75 GPA

Skills

Programming

- Experienced in Python, C#, C/C++, GDScript
- Fluent in Java, HTML, CSS, JS, and GLSL
- Self-taught in many areas of programming
- Experience with ASP.NET MVC web development

Tools

- Versed in Microsoft Office, Google Workspace, and LibreOffice
- Proficient using Premiere Pro, Davinci Resolve, Photoshop, Gimp, and Pixlr
- Utilized Unity and Godot game engines for several projects
- Extensively used Git with GitHub, DevOps, and Gitea

Administration

- Daily-Driven both Windows and Linux machines
- Administrator and tech support to a game development Windows computer lab
- Manage a Linux server running many self-hosted open source services
- Repaired dozens of broken computers
- Programmed Raspberry Pis and Arduinos to automate tasks

Notable Classes

- Systems Programming
- Computer Graphics
- Concurrent Computing

Nolan Casey

(989) 388-2292 - ncasey113@proton.me - Ithaca, MI - <https://www.nolancasey.click>

Work Experience

Undergraduate Student Researcher – Michigan Tech

Dec 2024 – Present

- Develop augmented reality applications for the HoloLens2 using Unity
- Collaborate with other researchers working on the same project
- Develop networking C# to interface with a Python server I made

IT Operations Shop Tier 1 Technician – Michigan Tech

Aug 2022 – Dec 2024

- Train new IT Technicians
- Manage, troubleshoot, repair, and deploy Windows, Mac, and Linux computers
- Manage network connectivity for computers across campus
- Interact positively with customers

Embedded Coding Intern – Nexteer Automotive

Summers of 2023-25

- Develop internal software using Python and C# to streamline processes
- Check data against an online database and automatically update local databases
- Create a database along with a website to interface with the database
- Write optimized C code for a microcontroller running in embedded software systems

Leadership Experience

VP of Technology – Husky Game Development

Jan 2024 – Dec 2024

- Maintain the Husky Games lab
- Manage user accounts
- Grade teams on their assignments and presentations and be a resource for them if they have questions or conflicts
- Be a resource for team members who are having trouble with the class
- Communicate with members a team is having issues with

Projects (See more: <https://www.nolancasey.click/pages/portfolio.html>)

Server Controller – WIP – <https://gitea.nolancasey.click/nolan/ServerController>

- Written in C for Linux platforms
- Utilizes Microhttpd to make a web API providing desired information
- Plan to expand it to managing applications and services on my Linux servers
- View it in use at <https://www.nolancasey.click/pages/monitor.html>

Shorty Shooters – <https://github.com/HuskyGameDev/2024f-team5>

- Made in the Godot game engine
- Created by a team of 7
- Wrote all of the networking code, created the lobby UI, and fixed various bugs throughout the whole project