Molly Maguire

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SUMMARY

I am focused on learning and adapting emerging technologies to a themed entertainment or live event space. I have experience in coding, fabrication, visual arts, and project management, and I utilize these skills daily, applying them to large-scale projects.

EDUCATION

The University of Texas at Austin, Austin, TX Bachelor of Science, Arts and Entertainment Technologies
Minor in Computer Science - Programming and Computation

Relevant Courses:
Live Event Engineering
3D Projection Mapping
Themed Entertainment Design

Immersive Environments

SKILLS

Technical Skills:

Experienced in Hog4 - Light Programming Console Experienced in Qlab - Projection Mapping Software Experienced in Python Experienced in Arduino

Certifications:

Adobe Certified Professional (Photoshop and Illustrator)

EXPERIENCE

40 Acres Catering - Catering Manager | 2023 - Ongoing

• Work with preparing events for food, plating food, restocking food, serving food, and bartending. Work with a large variety of clientele and event types, from buffet-style setups to more formal etiquette events.

PetSuites - Pet Pro | 2022-2023

 Worked with dogs and cats in a boarding and daycare environment. I worked with a variety of temperaments and behaviors in animals and had to help with behavior improvement. Fed, walked, cleaned, and managed dozens of dogs at a time.

PROJECTS

DISNEY IMAGINATIONS DESIGN COMPETITION

- This project was conceived by the University of Texas Team Pedal Creatures and created for the 2025 Walt
 Disney Imagineering's Imaginations Design Competition. This project is the sole property of Walt Disney
 Imagineering, and all rights to use these ideas are exclusive to Walt Disney Imagineering. The competition allows
 students and recent graduates to showcase their talents and for Walt Disney Imagineering to identify new talent.
- Group leader for a conceptual pedicab-driven public transportation system.
 - Responsible for the design and development of both stations and ride vehicles.

DJ INTERACTIVE INSTALLATION

- Designed, prototyped, and fabricated an interactive DJ booth installation.
 - Drafted simple blueprints in Procreate designed for easy transport using a glueless modular design.
 - Prototyped new technology using Arduino for others to implement in the installation.
 - Fabricated the interactive booth and surrounding decorations.

LIGHTING DESIGN - AUDIO PIXEL COLLIDER

- Produced lighting in sync with student-produced music tracks.
- Utilized Hog4 lighting programs with preprogrammed and live-programmed lighting cues

TINY HOUSE PROJECTION MAPPING: MEDIEVAL HOME THROUGH THE SEASONS

- Using precise projection mapping, I showcased my content on a paper model of a tiny house.
- Through this project, I gained insights on how to program Green Hippo (a media server) for projection mapping.