

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
Experience with Green Hippo - Media Server

Experienced in Python
Experienced in Arduino
Experience in Unreal Engine 5

Certifications:

- Adobe Certified Professional (Photoshop and Illustrator)

EXPERIENCE

40 Acres Catering - Catering Manager | 2023 - Ongoing

- I work with staging events for food, plating food, restocking food, serving food, and bartending. I attend 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 assisted in behavioral improvement. Fed, walked, cleaned, and managed dozens of dogs at a time.

PROJECTS

DISNEY IMAGINATIONS DESIGN COMPETITION - PEDAL CREATURES

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.

PROJECTION MAPPING AND LASER DESIGN- 2025 "ELEVATE" SHOWCASE

- Led the laser design group for the Department of Arts and Entertainment Technologies 2025 showcase.
- Designed additional visuals for the projection-mapped building.

"OF THE GODS" IMMERSIVE MOTION CAPTURE EXPERIENCE

- Created the concept work and early mechanics for the experience
- Utilized Unreal Engine to produce motion-triggered lightning

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.