

Nolan Darilek

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Experience

Fly.io

Staff Software Engineer

2023–2024

- Contributed to the virtual machines team, developing critical components in Go, Rust, and Elixir to enhance platform stability and scalability.
- Improved user-facing deployment tooling by integrating backend services for orchestrating virtual machines and streamlining infrastructure management.
- Partnered with the Extensions team to deploy Kubernetes onto a virtual machine platform, integrating a new orchestrator into the existing legacy system.
- Led testing for a new GPU product, resolving hypervisor defects and demonstrating AI/LLM capabilities through sample applications.
- Helped design an updated managed Postgres service while maintaining a legacy unmanaged offering.

Lights Out Games

Game Designer

2020–current

- Created a screen reader for the Godot game engine and built accessibility into the editor and in-game UI toolkit, making Godot partially usable by blind developers and players.
- Designed an audio-only version of Asteroids, determining accessibility patterns for fast-paced action games.
- Wrote libraries exposing common text-to-speech interfaces across many modern platforms.

Violet Crown Software

Software Developer

2019–2020

- Planned and developed a sophisticated microservice architecture on Kubernetes, using multiple languages and toolkits to create a real-time document accessibility remediation system.
- Designed a virtual machine appliance and public API for on-premises use of a multi-service application.
- Collaborated with dependent projects to incorporate local changes and fixes, improving code quality while reducing maintenance burdens.

Loconomics Cooperative

Software Developer

2017–2019

- Improved accessibility of complex HTML components, allowing Loconomics to secure funding from clients with WCAG compliance requirements.
- Planned the migration of a legacy ASP.NET codebase to JavaScript, maximizing availability and stability while minimizing expense and downtime.
- Replaced a manual deployment process and configuration with continuous integration and Terraform, minimizing human error and operational complexity.

National Braille Press

Freelance Android Developer

2010–2015

- Built a word processor, launcher, and other custom apps for an Android device without a screen.
- Developed specification and design documents and test plans based on client and user feedback.

Skills

Frameworks

- Vue
- Flutter
- React

Operations

- Kubernetes
- Ansible
- Terraform
- Linux systems administration

Education

The University of Texas at Austin

BA, English

1998–2003