

Pete Gontier

5021 Helix Terrace, La Mesa, CA 91941

pete@gontier.org • +1.619.444.0679

Senior
Software
Engineer

Apple Inc., Cupertino, CA, June 2008—present. Led development on bookmark support for iCloud for Windows. Optimized and stabilized human interface technologies for multiple major releases of Mac OS. Ported Sync Services and many clients to a new tool-chain on Windows. Contributed to layers common to all major Apple products. Mentored junior engineers.

Senior
Software
Engineer

M-Audio, Irwindale, CA, April 2001—June 2008. Wrote comprehensive software specifications for, implemented, and maintained [USB and PCI] and [MIDI and audio] drivers, firmware loaders, helper apps, control panels, plug-ins, and installers for Mac and Windows. Designed and implemented a Win32 application framework and used it in multiple projects.

Senior
Software
Engineer

Creative Planet, Los Angeles, CA, May 2000—April 2001. Maintained two large existing Mac/Windows cross-platform code-bases. Participated in designs for next generation of products. Implemented cross-platform HTTP infrastructure. Trained in Java (J2EE).

Senior
Software
Engineer

Apple Inc., Cupertino, CA, April 1999—May 2000. Designed and implemented portions of the Carbon High Level Toolbox for Mac OS 9 and X, including Scrap Manager, Drag Manager, and Internet Config. Contributed to design and implementation of various other portions, including Carbon Event Model. Developed and presented six-hour lecture on Macintosh programming fundamentals for Worldwide Developer Conference and MacHack attendees.

Senior
Developer
Technical
Support
Engineer

Apple Inc., Cupertino, CA, August 1995—April 1999. Consulted on design and implementation of broad array of third-party shrink-wrap and corporate software projects. Wrote and reviewed technical documentation, development tools, and sample code. Debugged third-party code without source. Analyzed OS bugs. Advocated developer interests to product decision teams, including Mac OS 7.5.3 through 8.5. Addressed large technical audiences at conferences. Acted as “spin doctor” in delicate situations. Administrated off-site contractors.

Senior
Software
Engineer

Novell, Inc., Walnut Creek, CA, October 1994—August 1995. Co-authored full-featured Macintosh browser (“Chooser”) for NetWare Directory Services. Contributed system-level code to printing architecture and built file system test tools on behalf of SQA.

Engineering
Consultant

Bare Bones Software, Natick, MA, intermittent from March 1994—August 1995. Designed and implemented sub-systems and plug-in “extension” programs for BBEdit, the premiere programmer’s text editor for Macintosh, including a print imaging engine.

Software
Engineer

Brio Technology, Inc., Mountain View, CA, June 1992—July 1993. Contributed to DataPrism and DataEdit, Macintosh/Windows query/form/schema tools for SQL databases.

Software
Engineer

Kiwi Software, Isla Vista, CA, March 1990—June 1992. Contributed to Kiwi Envelopes and Kiwi Finder. Developed Kiwi Power Windows.

Student

Bachelor of Arts: Theory and Practice of Analytical Reasoning
University of California, Santa Barbara, March 1990

Buzzword
Collector

Languages: C/C++/Objective C, assembly (68K), (Object) Pascal, very limited Java
Platforms: Windows (Win32), Mac OS (Carbon and limited Cocoa), UNIX (BSD)