

Pete Gontier

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Engineering Consultant	Apple, Inc., Cupertino, CA, June 2008—present. Optimized and stabilized High Level Toolbox and related technologies for Snow Leopard.
Principal Software Engineer	M-Audio, Irwindale, CA, April 2001— June 2008. Created and maintained [USB and PCI] and [MIDI and audio] drivers, firmware loaders, helper apps, control panels, plug-ins, and installers for Mac and Windows. Wrote comprehensive software specifications for Mac and Windows software, all the way from drivers to GUIs. Designed and implemented a Win32 application framework and used it in multiple projects. Designed a cross-platform internet software update system.
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 Computer, 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 Computer, 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.
Student	Bachelor of Arts: Theory and Practice of Analytical Reasoning University of California, Santa Barbara, March 1990
Buzzword Collector	Languages: C, Objective C, C++, 68K, Pascal, Object Pascal, limited Java Platforms: Mac OS (Carbon and limited Cocoa), Windows (Win32), UNIX (BSD)