Stéphane Peter

Playa Vista, CA

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http://www.catloafsoft.com/

A wide variety of experience writing cross-platform software for Linux and Unix platforms.

Strong interest and personal projects involving mobile platforms, especially on Apple iOS (iPhone/iPad).

Specialties: UNIX Operating systems, Linux, MacOS X, iOS, Java ME. Cross-platform development. Mobile software development, particularly iOS (iPhone/iPad) and Java ME. C/C++/Objective-C.

Setup and administration of UNIX systems and Internet services.

Skills

- C
- iPhone development
- PHP development
- C++
- Xcode
- HTML + CSS
- Cocoa
- Cross-platform Development
- MySQL
- Software Engineering
- Git
- Mobile Devices
- Perl
- Java
- Object Oriented Design
- Distributed Systems

- Objective-C
- Linux development
- SQL
- GNU tools
- GTK
- Facebook API
- Linux
- Mac OS X
- iPhone
- CVS
- Open Source
- Programming
- Android
- Tomcat
- PostgreSQL
- Shell Scripting
- HTML

- Unix Administration
- Unix Shell Scripting
- J2ME
- PostScript
- XML
- SNMP
- Unix
- Mobile Applications
- Subversion
- PHP
- Software Development
- Python
- iOS development
- AJAX
- Apache
- Design Patterns
- REST

Experience

Catloaf Software, LLC
President & CEO

02 / 2011 - Present

Development and marketing of mobile applications for a variety of platforms. - Trainer HD: Series of universal iOS educational applications for musicians.

Codehost, Inc.
Senior Software Engineer

04 / 2001 - Present

- Lead software engineer on the company's flagship BrightQ printing product for Linux/Unix operating systems.
- Development of cross-platform software in C/C++ on all major UNIX platforms: Solaris, Linux, HP-UX, SCO, IRIX, AIX, FreeBSD.
- GUI programming using GTK on X11
- Print language programming (Postscript, PCL and proprietary)
- Developed a printing filter infrastructure for portable printer drivers
- Network programming: port scanning, SNMP information gathering, SSL programming
- Worked on installation technologies based on the Loki Setup and Makeself open-source tools.
- Designed and implemented a software licensing system to license the BrightQ software to customers. The BrightQ programs interface with a server written using Apache, PHP, Perl, C, HTTP/SSL, and MySQL.
- Participated in the design of most other active software projects in the company.
- Linux system administration duties for the company's internal and external networks.

MobileTutor.org   06 / 2007 - 06 / 2011
Owner & Senior Engineer

- Development of mobile applications for Java ME, BlackBerry and iOS.
- Developed a platform for the sales and delivery of mobile Java apps. Implemented payment systems through PayPal, Google Checkout, Amazon Payments and more.
- Guitar Trainer: an educational game to learn the fretboard of guitars and other stringed instruments for Java phones. Available on major App Stores worldwide as well as through mobiletutor.org directly.
- Java Mobile: A social app for Facebook used to share mobile Java apps among friends.
- Play Him Off, Keyboard Cat: Official iPhone app for the Internet meme. An accompanying Facebook app was also developed.
- Texts From Jesus / Oscar Wilde: Mobile apps ported from Android to iPhone/iPad.

Loki Software, Inc.   06 / 1999 - 03 / 2001
Software Engineer

- Lead programming positions on the Linux ports (Intel and PowerPC versions) of the following commercial games : SimCity 3000 Unlimited, Myth II Soulblighter, Heroes of Might & Magic III.
- Designed and maintained the open-source installer used for all Loki products, using the XML and GTK technologies.
- Significant contributions to various open-source projects, including SDL, SMPEG, SDL_mixer.
- Systems Administrator from May 1999 to March 2000. Implemented the corporate heterogeneous network (Linux, PC, Mac) and Internet services

(Apache, Sendmail, FTP, INN)

SciTech Software, Inc.
06 / 1998 - 09 / 1998

Programmer

- Ported the SciTech MGL graphics library to Unix / X11
- Developed the first Linux version of the SciTech Display Doctor (now SNAP) suite of utilities: X11 server and video driver development, installation program in Unix shell script and Tcl/Tk.

Education

ESSI - Ecole Supérieure en Sciences Informatiques (Sophia-Antipolis)
1996 - 1999

Masters , Computer Science

Member of the students' systems administration team (ADE), in charge of software administration on the school's heterogeneous UNIX environment.

Université de Nice-Sophia Antipolis
1996 - 1999

MSc , Computer Science

Student System Admin

Université Claude Bernard Lyon 1
1994 - 1996

DUT , Computer Science

Honors

Great Prize and Prize for Best Game at the 1994 edition of the "Soft Qui Peut" European Festival of Young Software Authors.

Interests

Music, biking, mobile development.

Associations

IEEE Computer Society, Skeptics Society, icculus.org

Publications

Overview of Linux Printing Systems
07 / 2003

Linux Journal · Authors: Stéphane Peter · http://www.linuxjournal.com/article/6729

This article presents a brief overview of the main printing systems in use on most Linux systems, with an introduction to the concepts and procedures at the core of UNIX printing.

Languages

- English
- French
- Spanish