

# SCOTT SCHAFER

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## Objective:

To contribute my broad range of engineering skills, sense of design, and creative problem-solving to a dynamic software development team.

## Summary of Qualifications:

- Full stack developer with focus on front-end and mobile
- Web application development: Java, JavaScript, CSS3, HTML5, Angular, JQuery
- Mobile/desktop application development: C#, C++, iOS, Windows
- Certified in Agile development
- Skilled with a variety of IDEs and source control systems, including Eclipse, Visual Studio, git, NetBeans, XCode, SVN, Perforce and others

## PROFESSIONAL EXPERIENCE

### ClearSlide, San Francisco, CA

3/2013–11/2014

#### Engineer

- Built user interfaces using AngularJS.
- Developed and extended Java servlets.
- Developed presentation player using HTML5/CSS3 and jQuery, working with team in Bulgaria.
- Developed and documented APIs allowing the JavaScript player to be embedded and controlled on webpages.
- Redesigned C#/.NET PowerPoint importer to dramatically improve performance and fidelity.
- Developed Java SDK to access public REST API using HMAC authentication.
- Modified Grunt script to run unit tests and generate coverage report for JavaScript files when Jenkins build is triggered.
- Wrote automated tests.

### SlideRocket / VMware., San Francisco, CA

4/2011–3/2013

#### Senior Member of Technical Staff

- Continued development on SlideRocket editor and player, fixing bugs and adding new features.
- Extended HTML presentation player using JavaScript, JQuery and CSS3
- Took ownership of C#/MonoTouch iOS presentation software, fixing bugs and adding support for Google single sign on.

### Attainment Company, Verona, WI

4/2008–1/2011

#### Consultant

- Designed and implemented a communication system to assist speech impaired users, to be deployed on multiple platforms.
- Redesigned and implemented GoTalk 3, a specialized drawing program, in C#/.NET. Enhancements included an efficient multithreaded image search algorithm, PDF output and integrated Google Images support.

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## Project Playlist, Inc., Palo Alto, CA

11/2008-11/2009

### Consultant

- Added support for multiple media types, including video and streaming audio.
- Reduced load time and bandwidth by caching persistent data.
- Wrote unit and functional tests.
- Created WYSIWIG theme editor for skinning player.

## Attune Interactive Inc., Sausalito, CA

4/2008–1/2011

### Consultant

- Created webcam driver to present 3D avatars rendered and controlled through microphone or camera input in real time. Wrote specifications, researched libraries, designed heads, worked with artists, created installers.
- Developed a Flex socket interface to control and query the avatar webcam, as well as UI components to control avatar selection, mood and background.
- Developed custom UI components, such as a hover tab controller, and tweening animation effects.

## Innoventive Software, Inc., San Diego, CA

2003–2005

### Consultant

- Designed and implemented algorithm for **FrameForge® 3D Studio** to allow 3D human figures to reach for a point in space by rotating shoulder, arm and wrist joints. Written in C++ using Cal3D and standard template libraries.

## IntelliTools, Petaluma, CA

1991–2007

### Senior Software Engineer

- Led engineering and design of a wide variety of projects, from embedded firmware to interactive multimedia curriculum.
- Initiated and led the implementation of a cross-platform C++ framework, used to build four commercial applications.

## Education:

Antioch College, Ohio, BA in Creative Writing, 1991

## Patents and Awards:

- While at ClearSlide, led a team of engineers to take first prize (competing against eleven other teams) in a competitive Hackathon.
- At VMware, awarded “Above and Beyond Award” by peers.
- At IntelliTools, worked on products that won eleven *Technology & Learning* Awards of Excellence, three *ComputED Gazette's* Best in Educational Software (BESSIE) Awards, and awards from *Media & Methods*, *Education Clearinghouse*, and *Early Childhood News*.
- *Patent #5692140: Methods and apparatus for synchronizing application and utility programs*  
Developed at IntelliTools to allow the adaptation of mouse-operated software for use by users with physical, visual or cognitive disabilities.

## Other:

- Created **MutationPlanet** for the iPad (free on the App Store), an exploration of simple simulated organisms that compete and evolve. Written in C++ using the standard template library, pthread and the gameplay3d framework, as well as HTML/JavaScript used in embedded webviews.