



**Pete Schirmer**

[www.thisispete.com](http://www.thisispete.com)

[mail@thisispete.com](mailto:mail@thisispete.com)

## Qualifications

Fast learner and skilled problem solver  
Quick to pick up new languages and adapt with changing technological requirements  
Ability to explain complicated technologies and concepts to non-technical audiences  
Broad understanding of programming languages, architectures, and strategies  
Dedication to creative craftsmanship, design sense, and usability  
Experience as a mentor, teacher, and team leader

### Expert:

Javascript, ES6, Node, Express, jQuery, Electron, Gulp, CSS, LESS, SCSS, Responsive, Pug, Nunjucks, CMS  
iOS, Swift, Objective-C, ActionScript, build systems, static site generators, dev tool development, Arduino,  
Raspberry Pi, Photoshop, Illustrator, Sketch

### Experience:

Python, PHP, C++, C#, React, Redux, SQL, NoSQL, RegEX, Test Frameworks, Jasmine, Mocha, Agile, Dev Ops,  
Docker, Ansible, CI, Git, Lint, REST APIs, ARKit, A-frame, VR, Unity, Open Frameworks, OSX native apps,  
Circuit board design, Bluetooth, RFID, Fusion 360, 3D-Printing, Laser Cutting, Rhino, Grasshopper, CAM,  
CNC Milling, Video Editing, UI/UX Design, Logo, Branding, Layout

## Work Experience

### Senior Engineer - Creative Technology

#### **MATTER (acquired by Fjord / Accenture) Jan 2017 - May 2019.**

Lead technical consultant, and prototype engineer for a team of experience and industrial designers. Duties include; research, prototype engineering hardware and software, user testing, UX development, fabrication, consulting, make-shop management, internal education. Projects in the VR, AR, medical tech, robotics, consumer electronics, and point of sale and exhibit design spaces.

### Senior Engineer II - Front End | Full-Stack | Native

#### **Odopod (acquired by Nurun / Publicis) Jan 2008 - Nov 2016.**

Long-term senior role for interactive design agency, focused on front end development, software architecture, dev tools, point-of-sale interactive experiences, multi-screen systems, internet of things, native iOS development, research & development, mentorship and team building.

Notable projects include; Tesla retail store kiosk experiences, Audemars Piguet point of sale, Sony.com, Nest.com, various award winning creative marketing websites.

Clients include; HP, Nike, Tesla, Honda, BF Goodrich, Nest, Dolby Labs, Audemars Piguet, EA Games, Coca-cola, Subzero Wolf, Google, Microsoft, and Sony.

### Senior Engineer - Front End

#### **Attik, June 2006 - Aug 2007.**

Lead engineer / technical team management for advertising and marketing firm. Worked on developing several large promotional sites and marketing campaigns for Scion Lexus, including framework / architecture development and coordinating to onboard and integrate code from external engineering teams across several countries.

### **Freelance Design and Development, Sept. 2004 - Current.**

## Education

### **BFA, May 2001. NY State College of Ceramics, School of Art and Design at Alfred University.**

Graduated Cum Laude. Studies focused on electronic art, Graphic and Interactive Design.