



Pete Schirmer
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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
Strong foundation in design across physical, visual, and user experience
Dedication to creative craftsmanship, attention to detail, documentation, and usability
Experience as a mentor, teacher, and team leader

Expert:

Javascript, ES6, Node.js, Express, React, Electron, Gulp, CSS, LESS, SCSS, Responsive, Pug, Nunjucks, CMS, Native iOS, Swift, Objective-C, ActionScript, build systems, static site generators, dev tool development, Arduino, Raspberry Pi, Fusion 360, Photoshop, Illustrator, UX Design

Experience:

C++, C#, Next.js, JQuery, Redux, SQL, NoSQL, RegEX, Python, PHP, Test Frameworks, Agile, Dev Ops, Docker, CI, Ansible, Git, Lint, REST APIs, ARKit, A-frame, THREE.js, VR, Unity, Open Frameworks, OSX native, Circuit board design, Bluetooth, RFID, 3D-Printing, Laser Cutting, Rhino, Grasshopper, CAM, CNC Milling, Video Editing, UI Design, Logo & Branding, Layout, Sketch, Figma

Work Experience

Prototype Engineer - Full-Stack | Creative Technology

Twitter Oct 2019 - Aug 2020

Working with the Twitter Next (Brand Strategy) team across a variety of creative consulting, prototype engineering, proof-of-concept, and internal tool development. Projects and roles include full-stack React apps, API integrations, UI design, UX design, dev ops, multi-app & multi-platform experience prototypes, hardware prototyping, industrial design, physical fabrication, research & development.

Senior Engineer - Creative Technology

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

Lead technical consultant & 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 technology, 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 engineering teams across several countries.

Education

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

Studies focused on electronic art, graphic and interactive design.