

## Peter A. Kemmer

150 Tilton Ave.  
Morgan Hill, CA 95037  
408.612.4187  
job@peterkemmer.com

### Background Summary

Two decades of experience designing and programming cross-platform business and entertainment software, paired with a technical understanding of electronic media based on a visual arts education. A focus on graphical user interface and software framework design, iPhone and iPad apps, thin and thick-client administration and communications software, web design, and game engine design that leverages emergent behavior. Proven skills in problem solving, scoping, streamlining, communication, teamwork, and the ability to work independently.

### Employment Experience

#### [Wunderkemmer](#), Morgan Hill, CA

**August 2008 - Present**

*Owner / Software Designer & Engineer / Artist:* Designed and built multiple iPhone and iPad apps from concept through publication in iTunes. Created all artwork, resources, and written content. Created 2D and 3D sprite animation and AI engines. Set up server mechanism to deliver regular content updates. Researched content and wrote extensive documentation. Built marketing website, with JavaScript/CSS libraries to control look & feel.

#### [ShoreTel](#), Sunnyvale, CA

**April 2014 - Present**

*Senior Tech Lead Software Engineer 2:* Implemented a unified business communications client for calls, IMs, and screen sharing. Created a library of generic user interface components for use by team. Worked with design team to refine user experience. Coordinated with external contractors responsible for engineering tasks. Mentored junior engineers, local and remote, to rapidly improve skills. Promoted processes to ensure code quality.

#### [Linked By Air](#), New York City, NY

**October 2012 - March 2013**

*Contractor, Software Engineer:* Decomposed completed designs into a set of clear tasks, setting the schedule. Wrote engine to show large amounts of online content as rapidly as possible in limited space. Supported user-submitted content, and integrated social media. Structured the project to allow interns to easily port from iPad to iPhone almost entirely by modifying layouts. Acted as adviser for iOS development and interaction design.

#### [Network Appliance](#), Sunnyvale, CA

**June 2000 – July 2012**

*Senior Software Designer & Engineer / Project Lead:* Designed and built numerous network storage administration applications. Created frameworks used to implement multiple versions of products across the company, enforcing a consistent look & feel, providing hooks for navigation and help, and standardizing network access. Ran usability tests. Reviewed and improved usability and consistency of projects outside team. Mentored junior engineers to improve coding standards. Acted as architectural and project gatekeeper.

#### [Blizzard North](#), San Mateo, CA

**November 1998 - June 2000**

*Software Designer & Engineer:* Designed and built a game engine with dynamic random level layout and on-demand resource streaming. Managed large quantities of art to create maximally diverse game environments with minimal impact on system resources. Acted as liaison to the art department to ensure resource delivery was timely and fit the needs of the game. Supported and extended tools used in the creation of a large project.

#### [PF.Magic](#), San Francisco, CA

**May 1996 - November 1998**

*Software Designer & Engineer:* Designed and built virtual pets and their in-game user interfaces. Defined product concepts, look & feel. Created functional and technical specifications. Ensured content quality control.

#### [Berkeley Systems Inc.](#), Berkeley, CA

**September 1993 - May 1996**

*Software Engineer / Artist / Creative Director:* Defined creative concepts, look & feel of screensaver product franchise. Created functional and technical specifications. Implemented functionality. Ensured quality control.

### Education

Bachelors of Fine Arts, [Syracuse University](#), Syracuse, NY. [College of Visual and Performing Arts](#), Department of Art Media Studies: Dual majors in **Computer Graphics** and **Art Video**, graduated May 8, 1993.

## Employment Experience

### Programming

Fluent in Objective-C, Swift, canJS, JavaScript, Java, C, C++, Python, and CSS. Experience programming for iOS, Windows, Unix, and with cross-platform toolkits and applications. Emphasis on mobile apps, administration interfaces, web design, dynamic HTML and game layout, resource streaming, graphics, and sprite animation. Comfortable with Agile or iterative/team-managed development processes.

### Media

Photography, image processing, digital art/audio, and classical art skills including drawing and illustration.

## Shipped Products

### [Wunderkemmer](#)

Houseplants: A Devotion, Expositor, Expositor Lite, PixelSwarm, iPurr

### [ShoreTel](#)

ShoreTel Connect

### [Linked By Air](#)

Christopher Doyle: Away With Words

### [Network Appliance](#)

NetCache (multiple versions), DataFabric Manager (multiple versions), DataFabric Backup Manager, DataFabric Disaster Recovery Manager, Operations Manager, NetApp Management Framework & Console, Protection Manager, Protection Manager + Disaster Recovery, Provisioning Manager, OnCommand System Manager, OnCommand Unified Manager

### [Blizzard North](#)

Diablo II

### PF.Magic

Oddballz, Dogz II, Catz II, Dogz II Premium, Dogz and Catz II Add-On Pack, Dogz 3, Catz 3

### Berkeley Systems Inc.

After Dark 3.0, The Simpsons Screen Saver, The Star Trek: TNG Screen Saver, The Marvel Screen Saver, The Looney Tunes Saver, After Dark 4.0

## Extracurricular Activities & Accomplishments

### Dianne Shullenberger Gallery, Jericho, VT

Two-person photography show 'Light/Dark' for Delicious Words 2011 series in historic Snowflake Bentley home.

### Dean's List

7 out of 8 semesters at Syracuse University while pursuing dual majors.

### Lowe Art Gallery, Syracuse, NY

Visualized/realized 5 minute art video featured in the 1992 summer show.

### Comix Plus

Writer/Illustrator/Editor for a printed compilation of student illustrative and narrative artwork from 1990-1992. Treasurer for organization in fall of 1991, co-president in spring of 1992.

### Watson Scholar, IBM Burlington, VT

Three years of paid summer internships working for a lab, in recognition of scholastic achievement.

### National Merit Scholar

Earned the National Merit Scholarship for academic excellence in senior year of high school.

## References and portfolio available upon request