

Peter A. Kemmer

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Background Summary

Over a decade and a half of experience designing and programming business and entertainment software on a variety of platforms, combined with a technical understanding of electronic media founded on a visual arts education. A focus on graphical user and programming interface design, thin and thick-client network storage administration software, web design, iPhone apps, and game engine design. Proven skills in problem solving, streamlining, communication, teamwork, and the ability to work independently.

Employment Experience

- **[NetApp, Sunnyvale, CA](#)** **Jun. 2000 - Present**
Senior Software Designer & Engineer / Project Lead: Designed and built Java and Web-based network storage administration software. Created extensible Java, JavaScript, and C/C++ application frameworks used to implement multiple products across company, enforce consistent look & feel, provide hooks for navigation and help, and standardize server 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.
- **[Wunderkemmer, San Jose, CA](#)** **Aug. 2008 - Present**
Software Designer & Engineer / Owner: Designed and built multiple iPhone apps from concept through test and publication. Created all artwork and audio resources. Created Cocoa View-based sprite animation and AI engine. Wrote documentation and set up marketing website. Wrote JavaScript/CSS libraries to drive website look and feel. Published applications through iTunes portal. Customer and technical support.
- **[Blizzard North, San Mateo, CA](#)** **Nov. 1998 - Jun. 2000**
Software Designer & Engineer: Designed and implemented random level generation engine with dynamic layout and on-demand resource streaming. Managed large quantities of art resources to create engaging and diverse environments for game-play, with a minimal impact on system memory. Acted as liaison to art department to ensure timely delivery of resources that fit the needs of the game. Supported and extended tools used in creation of a large project.
- **[PF.Magic, San Francisco, CA](#)** **May 1996 - Nov. 1998**
Software Designer & Engineer: Designed and implemented game engine and user interface. Created artificial intelligence system. Defined product concept, look, and feel. Created functional and technical specifications. Content quality control.
- **[Berkeley Systems Inc., Berkeley, CA](#)** **Sep. 1993 - May 1996**
Software Engineer & Artist / Creative Director: Defined product concept, look and feel. Created functional specifications, provided and directed creative content. Content quality control. Created art schedules. Tuned interfaces, behavior, and art. Created technical specifications and implemented program functionality. Application quality control from pre-Alpha through Golden Master. Provided marketing materials/concepts.
- **[International Business Machines, Essex Junction, VT](#)** **May 1989 - Sep. 1992**
Expeditions, Programmer, Interdepartmental Liaison, Creative Director: Programmed utilities for department use, ported software across operating systems. Assisted in the production of experimental product, overseeing manufacturing to make sure that product was processed correctly and in a timely manner, R&D to manufacturing liaison. Created presentation graphics for department meetings and open houses.

Skills

- **Programming**
Fluent in C, C++, Java, JavaScript, CSS, Python, and Objective-C. Experienced in programming for Windows, Unix, iPhone, Mac OS, and cross-platform libraries and applications. Emphasis on multi-machine administration interfaces, web design, iPhone apps, Java applets, CGI, dynamic HTML and game layout, resource streaming, physical and behavioral modeling, artificial life, and sprite animation. Familiarity with Perl, PHP, XML, MXML, ActionScript, and Agile/iterative development.
- **Tools & Toolkits**
IntelliJ IDEA, Eclipse, JFormDesigner, JGoodies, SAM, JPF, ILOG, Swing, JavaHelp, AJAX, TeamCity, Flex Builder, Visual Studio, Perforce, Photoshop, Lightroom, Corel Draw, Version 1, and MediaWiki.

Shipped Products

- **Network Appliance**

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

- **Wunderkammer**

iPurr, Expositor, Expositor Lite

- **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**

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

Patents

- **A Method And An Apparatus To Perform Authentication**

The present invention includes a method to perform authentication in a networked data storage system. In one embodiment, the method includes allowing a user to select objects from a number of objects in a networked data storage system via a graphical user interface (GUI), receiving authenticating information from the user, and sending the authenticating information to the user-selected objects in response to a single user input. Docket 005693.P044, Patent pending.

Education

- **Bachelor Of Fine Arts: Computer Graphics**

Sep. 1989 - May 1993

[Syracuse University](#), [College of Visual and Performing Arts](#), Department of Art Media Studies, Syracuse, NY

- **Bachelor Of Fine Arts: Art Video**

Sep. 1989 - May 1993

[Syracuse University](#), [College of Visual and Performing Arts](#), Department of Art Media Studies, Syracuse, NY

Extracurricular Activities/Accomplishments

- **Dean's List**

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

- **Comix Plus**

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

- **National Merit Scholar**

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

References and portfolio available upon request