



Pete Schirmer
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Work Experience

Senior Design Technologist , MATTER / Fjord, Jan 2017 - current.

Lead technical consultant for a team of experience and industrial designers. Duties include; research, prototype engineering, user testing, UX development, consulting, make-shop management.

Senior Interactive Developer II, Odopod / Nurun, Jan 2008 - Nov 2016.

"Wildcard" developer position focusing on front end development, architecture, point-of-sale interactive experiences, & internet of things / R&D. Notable projects include; Tesla Kiosk experiences, Audemars Piguet point of sale app, Sony.com, Nest.com, White Gold (Got Milk?), Nestea Liquid Awesomeness, Nvidia speak Visual. Clients include; HP, Nike, Tesla, Honda, BF Goodrich, Nest, Dolby Labs, Audemars Piguet, EA Games, Coca-cola, Subzero Wolf, Google, Microsoft, and Sony.

Senior Interactive Developer, Attik, June 2006 - Aug 2007.

Interactive Developer / Technical Lead for a number of large scale flash sites for Scion cars including; want2bsquare.com, littledeviant.com, and exprescion.com.

Freelance Design and Development, Sept. 2004 - Current.

Specializing in development, brand and identity design, and creative consulting for interactive projects.

Qualifications

Fast learner and skilled problem solver

Extensive experience with web development; Javascript, ES6, LESS, SCSS, etc.

Extensive experience creating build systems, tools, and websites using Node JS

Experience with iOS development with both swift and objective C

Experience with DIY electronics such as arduino and raspberry pi

Experience with DevOps tools; Ansible, Docker

Well versed in internet of things technologies, working with connected devices,

Familiarity with circuit board design and electronic prototyping, wireless technologies

An excellent understanding of UX / UI application design concerns

Experience with Agile software development

Experience working with VR technologies, A-Frame and Unity

Experience with editing and optimizing video for web and interactive video techniques

A broad understanding of computer programming languages, key concepts, and strategies

Quick to pick up new languages and adapt with changing technological requirements

Ability to explain complicated technologies and concepts to non technical audiences

Familiarity with designing logos, Corporate identity, and information graphic systems

Familiar with 3D modeling software; Fusion 360, Rhino

Familiarity with rapid prototyping, 3D printing and CNC milling

Experience with building, crafting, sculpture, laser cutting, woodworking, and kinetic art

Experience as a mentor, teacher, and team leader

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.