

# Stéphane Peter

Playa Vista, CA

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<http://stephanepeter.com/>

<http://www.catloafsoft.com/>



*A wide variety of experience writing cross-platform software for Linux and Unix platforms.*

*Strong interest and personal projects involving mobile platforms, especially on Apple iOS (iPhone/iPad).*

*Specialties: UNIX Operating systems, Linux, MacOS X, iOS, Java ME. Cross-platform development. Mobile software development, particularly iOS (iPhone/iPad) and Java ME. C/C++/Objective-C.*

*Setup and administration of UNIX systems and Internet services.*

## Skills

- Linux
- iOS development
- C++
- Xcode
- iPhone
- Mac OS X
- Perl
- Swift
- XML
- Cocoa
- Mobile Applications
- C
- Objective-C
- Unix
- Cross-platform Development
- Software Engineering
- MySQL
- Open Source
- Programming
- Apache
- iPhone development
- J2ME
- GTK
- Python
- AJAX
- Distributed Systems
- Unix Administration
- HTML + CSS
- PHP
- Software Development
- Android
- Object Oriented Design
- Unix Shell Scripting
- GNU tools
- Facebook API
- Mobile Devices
- PostgreSQL
- HTML
- Linux development
- Git
- Java
- Design Patterns
- SQL
- PostScript
- Subversion
- Tomcat
- Shell Scripting
- REST
- PHP development

## Experience

### Catloaf Software, LLC

02 / 2011 - Present

*President & CEO*

Development and marketing of mobile applications for a variety of platforms.

### Codehost, Inc.

04 / 2001 - Present

*Senior Software Engineer*

- Lead software engineer on the company's flagship BrightQ printing product for Linux/Unix operating systems.
- Development of cross-platform software in C/C++ on all major UNIX platforms: Solaris, Linux, HP-UX, SCO, IRIX, AIX, FreeBSD.
- GUI programming using GTK on X11
- Print language programming (Postscript, PCL and proprietary)
- Developed a printing filter infrastructure for portable printer drivers
- Network programming: port scanning, SNMP information gathering, SSL programming
- Worked on installation technologies based on the Loki Setup and Makeself open-source tools.
- Designed and implemented a software licensing system to license the BrightQ software to customers. The BrightQ programs interface with a server written using Apache, PHP, Perl, C, HTTP/SSL, and MySQL.
- Participated in the design of most other active software projects in the company.
- Linux system administration duties for the company's internal and external networks.

## **MobileTutor.org**

06 / 2007 - 06 / 2011

*Owner & Senior Engineer*

- Development of mobile applications for Java ME, BlackBerry and iOS.
- Developed a platform for the sales and delivery of mobile Java apps. Implemented payment systems through PayPal, Google Checkout, Amazon Payments and more.
- Guitar Trainer: an educational game to learn the fretboard of guitars and other stringed instruments for Java phones. Available on major App Stores worldwide as well as through mobiletutor.org directly.
- Java Mobile: A social app for Facebook used to share mobile Java apps among friends.
- Play Him Off, Keyboard Cat: Official iPhone app for the Internet meme. An accompanying Facebook app was also developed.
- Texts From Jesus / Oscar Wilde: Mobile apps ported from Android to iPhone/iPad.

## **Loki Software, Inc.**

06 / 1999 - 03 / 2001

*Software Engineer*

- Lead programming positions on the Linux ports (Intel and PowerPC versions) of the following commercial games : SimCity 3000 Unlimited, Myth II Soulblighter, Heroes of Might & Magic III.
- Designed and maintained the open-source installer used for all Loki products, using the XML and GTK technologies.
- Significant contributions to various open-source projects, including SDL, SMPEG, SDL\_mixer.
- Systems Administrator from May 1999 to March 2000. Implemented the corporate heterogeneous network (Linux, PC, Mac) and Internet services

(Apache, Sendmail, FTP, INN)

## SciTech Software, Inc.

06 / 1998 - 09 / 1998

*Programmer*

- Ported the SciTech MGL graphics library to Unix / X11
- Developed the first Linux version of the SciTech Display Doctor (now SNAP) suite of utilities: X11 server and video driver development, installation program in Unix shell script and Tcl/Tk.

### Education

## ESSI - Ecole Supérieure en Sciences Informatiques (Sophia-Antipolis)

1996 - 1999

*Masters , Computer Science*

Member of the students' systems administration team (ADE), in charge of software administration on the school's heterogeneous UNIX environment.

## Université de Nice-Sophia Antipolis

1996 - 1999

*MSc , Computer Science*

Student System Admin

## Université Claude Bernard Lyon 1

1994 - 1996

*DUT , Computer Science*

### Honors

Great Prize and Prize for Best Game at the 1994 edition of the "Soft Qui Peut" European Festival of Young Software Authors.

### Interests

Music, biking, mobile development.

### Associations

IEEE Computer Society, Skeptics Society, icculus.org

### Publications

## Overview of Linux Printing Systems

07 / 2003

*Linux Journal* · Authors: Stéphane Peter · <http://www.linuxjournal.com/article/6729>

This article presents a brief overview of the main printing systems in use on most Linux systems, with an introduction to the concepts and procedures at the core of UNIX printing.

*Languages*

• English

• French

• Spanish