# Peter Hosey's résumé

## Profile

Programmer for Mac OS X and other UNIX-like environments, with 2+½ years' experience in open-source. Excellent at working cooperatively with other people. Fluent in English, C, Objective-C, and Python.

## Skills

**Application programming interfaces**

- Proficient in Cocoa (Mac OS X)
- Proficient in Carbon (Mac OS X)
- Expert in Core Foundation (Mac OS X)
- Expert in Quartz (Mac OS X)
- Moderate knowledge of Core Image (Mac OS X)
- Moderate knowledge of POSIX APIs
- Readily adaptable to most C-based, Python-based, or Objective-C-based APIs

**Programming languages**

- C (ISO 9899:1999)
- Objective-C
- Python
- Adobe PostScript

**Document/graphics languages**

- Adobe PostScript
- XHTML 1.0–1.1
- HTML
- CSS 1 and 2

**Other**

- Knowledge of Unicode (an international text encoding)
- Strong UI sensibilities, with keen sense of what works and what doesn't, and an ability to anticipate the user's reactions

# Previous experience

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|---|---|
| Developer on Adium, open-source multi-protocol instant-messenger client for Mac OS X | 2003-12 to present |

- Helped rewrite contact list drawing using Quartz, achieving a 2–3× (estimated) speed increase
- Wrote portions of AIUtilites framework, which provides some of Adium's low-level non-network functionality
- Redesigned `AIHTMLDecoder` class (converter between HTML and Cocoa styled text) and AIKeychain class (wrapper for Mac OS X's Keychain)
- Added strict-XHTML encoder to `AIHTMLDecoder` class, in addition to existing loose-HTML encoder
- Wrote AIWiredData and AIWiredString for keeping memory from being paged out to disk (important for keeping passwords secure)
- Wrote debugging plug-ins used to test crashes

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|---|---|
| Developer on Growl, open-source user-notification system (displays a passive message when an application-defined event occurs) | 2004-06 (approx.) to present |

- Designed Growl's Carbon API, which Skype later adapted for their VoIP client
- Wrote Carbon demonstration app, Beep-Carbon
- Made numerous fixes and improvements to Growl itself, the Growl framework, and GrowlTunes (adapter application for iTunes)

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|---|---|
| Developer on IconFamily, wrapper for Mac OS X Icon Services API (part of Carbon) | 2006-08-21 to present |

- Modernized it, using Carbon's FSRef API in place of older FSSpec API (as a patch, submitted 2005-07-19, before becoming an actual developer on the project)
- Added support to IconFamily for retrieval of 256-px and 48-px icons

Wrote numerous Mac OS X applications under the pseudonym “Mac-arena the Bored Zo”:

- BZSoundboard: sound file player using a two-dimensional matrix of buttons
- clipboard: command-line utility to get data from and put data on Mac OS X's Clipboard
- extractstrings: command-line utility to extract literal strings from C and Objective-C source code
- Glypha IV: game; ported to Mac OS X from Apple sample source code (originally written for Mac OS)
- iconfor: command-line utility to copy the icon of a file to an image file, using Icon

Services API (part of Carbon)
- IconGrabber: uses Icon Services to look up icons that are registered with the system; can save these icons as TIFF files
- starburst: command-line utility to generate a starburst image in PDF format
- Strings Menu: adds a menu to the user's menu bar for quick recall of saved text strings
- Web2PDF: uses Mac OS X's WebKit API to generate a single-page PDF image of a webpage

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Wrote numerous Mac OS X applications (and other code) under own name:

- CPU Usage: graphical indicator of current processor load(s)
- GiantColorSwatch: a window showing a color selected by the user
- Image Shadow Adder: utility to add drop-shadows to images (especially screenshots) in the same manner that OS X does for its windows
- ISO 8601 parser and unparser: code for Cocoa-based programs to translate between NSCalendarDate objects and ISO 8601-formatted date and/or time strings

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Wrote several programming/computer-related documents:

- Everything you need to know pointers in C
- A vi cheatsheet for Dvorak and QWERTY, for grayscale and color displays (inspired by another one)
- Hello World, cut four ways: a demonstration of good and bad implementations of Hello World

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# Education

- Home-schooled
- Self-taught

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*2006-09-08*