OTTO SCHNURR

iOS Software Engineer

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SUMMARY

- Solid career creating durable solutions for mobile and creative professionals.
- Concise, flexible, performance-sensitive software.
- Commitment to software as a master craft.

SKILLS

Languages: swift, objective-c, c++, c, python, lua
Compilers: Xcode, gcc, CodeWarrior, Visual Studio
Technologies: core animation, core data, AV foundation, STL
Tools: git, jenkins, svn, lint, doxygen, make, agile

MOBILE EXPERIENCE 1995 - 2001, 2009 - present

Consumer Video Analysis Okemos, Michigan

TechSmith Corporation *Swift, Objective-C for iOS, Mac OSX* 2010 - present

Technical lead for iOS team that collaborates with web and Android developers.
Personally implemented video scrubbing, telestration and side-by-side analysis for iOS.
See CoachsEye.com for more details. Mac developer for Jing.

Short List Lansing, Michigan

Objective-C for iOS 2009 - 2013

Independently designed, scheduled, implemented and released an iPhone application.
Regression testing for the project currently passes over two-hundred and eighty test cases.
See ShortListApp.com for more details.

Voice Chat System Itasca, Illinois

Auvo Technologies *C++, Java for Unix, Windows* 2000 - 2001

Leader of team that delivered voice and text chat in start-up company's first prototype.
Designed and implemented a multi-threaded real-time transport protocol engine for the platform.

Machine Learning Research Schaumburg, Illinois

Motorola Labs *C++, C, Java, JNI for Unix, Windows* 1995 - 2000

Collaborated with linguists and engineers to create a high quality text-to-speech system
using multiple neural networks. Developed a compiler for translating simulation results into optimized C++. The largest network contained over 200,000 trainable parameters and executed 100 times per second to synthesize speech in real time.

Represented Motorola as a member of the MPEG International Standards Organization.
Attended ANSI and ISO meetings in Japan, Finland, Dallas and Chicago. Researched, implemented, patented and contributed audio compression technology to the MPEG-4 reference software suite.

ANIMATION EXPERIENCE

2001 - 2008

Reflex Animation Tool

(telecommute) San Francisco, California

Digital Fish *C++, Objective-C for Mac OSX* 2007 - 2008

Improved pose-to-pose workflow by adding a pose mode to Digital Fish's animation tool.
Implemented a range of animation functionality to develop, edit, blend, time and preserve poses.
Enhanced rig development by adding proxy geometry and diagnostics to the Reflex Markup Language.
Collaborated with a globally distributed team on a full-time basis by attending daily scrum meetings.

Advanced Studies in Character Animation

(telecommute) Berkeley, California

Animation Mentor *Maya for Mac OSX* 2005 - 2006

Learned animation principles and workflows directly from feature film professionals.
Submitted shots and addressed subsequent feedback on a weekly basis for 18 months.

Animation Engine

Midway Games, Advanced Technology Group Chicago, Illinois

C++ for PlayStation 2, Xbox, Game Cube, Windows 2001 - 2005

Contributed to the shipment of interactive entertainment products
by refactoring and extending one of Midway's proprietary animation engines. Each title deployed over one thousand sequences of animation across crowds of real-time characters.

Designed and implemented a new cross-platform, blend-based animation engine.
Maintained backwards compatibility with legacy animation scripts
by building a script compiler and interpreter for the new animation engine.
Each game title used over one hundred thousand lines of script content.

GAME CREDITS

NFL Blitz Pro (2003), ***NBA Ballers*** (2004), ***PsiOps*** (2004), ***Mortal Kombat*** (2004), ***Blitz*** (2005)

EDUCATION

M.S. Electrical Engineering	Digital Signal Processing	***University of Michigan***
B.S. Electrical Engineering	Magna Cum Laude	***Michigan Tech University***

PATENTS

Method and Apparatus for Animating Virtual Actors From Linguistic Representations of Speech by Using a Neural Network Patent Application Filed 1997

System and Method of Encoding and Decoding a Layered [Audio] Bitstream by Re-Applying Psychoacoustic Analysis in the Decoder Patent Number 6,092,041 Issued 2000