

# Kurt Revis

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## SUMMARY

Senior/lead level software engineer, with 15 years experience developing Mac and iOS applications.

I love solving hard problems, fixing impossible bugs, and learning whole new domains. I'm not happy unless the whole team is succeeding; I contribute by finding and removing obstacles, creating coherent architecture and APIs, and answering a lot of questions.

## EXPERIENCE AND HISTORY

Senior Software Engineer , [Apple, Inc.](#)  
January 2003 — April 2010

In the [iWork](#) group at Apple, shipped several releases of [Keynote](#), [Pages](#), [Numbers](#), and [iWeb](#), on both Mac and iPad.

- For iWork for iPad, designed and implemented a new, Core Animation-based graphics and interaction framework, which was essential to all 3 apps. We built a revolutionary touch-based UI, pushing the limits of an untried OS and hardware, and shipped on schedule!
- Lead engineer for the graphics system used by all the Mac apps, built on OpenGL, Quartz, and Cocoa.
- Designed and implemented new features, from high-level UI to low-level details, across the whole suite. Was involved with text, document storage, import/export, performance, HTML widgets, and essentially anything that appeared on the screen.
- Went through the whole product lifecycle, several times. Did estimates and scheduling, decided on feature sets for releases, presented proposals, wrote prototypes and documentation, and filed for patents.
- Led a team of two other engineers. Ran daily scrum meetings.
- Coordinated with the whole team: design, engineering, QA, product management, and marketing. Answered questions for scores of other engineers, both local and remote.
- Wrote, triaged, analyzed, and fixed thousands of bug reports.

Senior Software Engineer , [The Omni Group](#)  
April 1998 — July 2001

Worked on a variety of Mac OS X and WebObjects projects, for consulting clients and for Omni directly.

- Led development of a vertical-market store management application for Mac OS X, [Salon Transcripts](#). Worked with the client and end users on the specification, and managed two other engineers.
- Wrote proposals and estimates for potential consulting work.
- Added features to, and fixed bugs in, the web browser [OmniWeb](#) (winner of two [Apple Design Awards](#) in 2001).
- Performed upgrades, developed bug fixes, and cleaned up the architecture of the online store of a major software company.
- Wrote Mac OS X, Windows, and WebObjects applications that worked with relational databases (Oracle, FrontBase, DB2, and Sybase).

Software Engineer , [Edmark](#)  
January 1996 — April 1998

Developed original multimedia education titles for Macintosh and PC, including 3 shipping CD-ROMs, using C++ and in-house cross-platform libraries. Collaborated with teams of programmers, artists, sound designers, and educators. Also developed a prototype implementation of a "kid safe" web browser for the Mac, using custom code on top of Internet Explorer.

Software Engineer , SPRY/CompuServe Internet Division  
June 1995 — January 1996

Developed a user-friendly account creation and network configuration application for [Internet in a Box](#) for the Macintosh, using C++ and PowerPlant. Also developed Windows 95-specific enhancements for the web browser SPRY Mosaic, using Visual C++ and MFC.

## SKILLS

Expert in:

- iOS app development (iPad and iPhone), including Cocoa Touch (UIKit), Quartz, and Core Animation
- Mac OS X app development, including Cocoa and WebKit
- Mac OS X and iOS performance tuning
- Objective-C, Objective-C++, and C languages
- Object-oriented design and patterns
- Xcode

Proficient in:

- Audio and MIDI programming on Mac OS X (CoreAudio)
- Web technologies: HTML, CSS, JavaScript, XML, AJAX
- OpenGL
- C++, AppleScript languages
- UNIX programming and scripting
- Source control with Git, Subversion, and CVS

Familiar with:

- Web application development with Ruby on Rails
- Web client implementation: Rendering, JavaScript implementation, TCP/IP programming
- Relational database design
- Platform-independent coding
- Java, Haskell, Perl, SQL, Python, Ruby, Smalltalk languages

## EDUCATION

B.S., [Engineering and Applied Science](#), concentration in [Computer Science](#)  
[California Institute of Technology](#) (Caltech)  
June 1995

## PERSONAL PROJECTS

[MIDI Monitor](#) and [SysEx Librarian](#)

Two MIDI utility applications for Mac OS X. Useful for working with external MIDI devices (like synthesizers), troubleshooting, and testing apps and drivers. [Released as Open Source.](#)