

# *Des Courtney*

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## **Summary**

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Has extensive exposure to developing applications and server side support code for end user systems deployed in education and media creation environments. Career emphasis has been on multimedia processing and some user interface design. Experience focuses on mostly “unorthodox” computing platforms, with some additional work on mainstream platforms to enable workflow and heterogeneous system integration.

## **Skills**

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*Practical:* Mac Toolbox API For OS 7-9, Carbon API For OS X (1992-2005), QuickTime API (2003-2005), Ghostscript API (2003-2005), AppleScript (2003-2005), QuarkXPress API (2004-2005), InDesign API (2004-2005), REALbasic (2001-2002), InstallerMaker (2001-2002), SQL/ODBC (2000-2002, 2005), FileMaker (1999-2001), Director/Lingo (1993, 2005), ResEdit/Resorcerer (1997-2004), CodeWarrior IDE (1998-2005), Visual Studio (2004), C/C++ (2003-2005)

*Training/Exposure:* HTML/JavaScript (1995-2001), Object Pascal (1992-1997), HyperCard (1991-1994), AppleScript Studio/InterfaceBuilder (2004), BSD Unix (1992-2000), VMS (1992-1994), C/C++ with Templates (1993-2001), OpenGL (1999-2000), Java (1998, 2005), JSP/Tomcat (2005), General Computer Language Theory (1997, overviews of Scheme, Simula and SmallTalk)

## **Work History**

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*Endres Processing LLC, Upper Sandusky, OH (Spring 2006)*

Computer Consultant

Projects

Office Wireless Networking

Training Video Encoding

Duties

Configured and installed WiFi hardware for factory offices

Research and communication with ISP for troubleshooting microwave uplink

Converted library of training VHS tapes to DVD and Windows Media formats

*Mascon Global, Ltd., Schaumburg, IL (2001-2005)*

Computer Programmer

Projects

WISC-III-WIAT-II

ReadyGraphs

Paratus Asset Management

Duties

Trained PC developers in Mac methodologies

Advised company on tool acquisition for Mac development

Developed server and client side code for PC/Mac file integration

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*Bowling Green State University, Bowling Green, OH (1998-2000)*

ITS Graduate Assistant

Projects

ITS tech support tracking system

Duties

Database design and maintenance

Software distribution and copyright compliance

Y2K research

*Medical College Of Ohio, Toledo, OH (Fall 1993)*

Multimedia Development Intern

Projects

Muscle Alive

Duties

Scripting and development

Authoring assistance

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**Education**

M.S., Computer Science (Parallel and Distributed Computing.)

Bowling Green State University, Bowling Green, OH, 2000 - 3.5 GPA

B.S., Computer Science (Science minor, predominantly electronics.)

Bowling Green State University, Bowling Green, OH, 1997 - 3.1 GPA

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**Projects**

“PlanetTrade” experimental modeling project - Spring 2006

- Simple project to experiment with economic modeling based on distance and regulation factors
- Intended for use as part of a larger sci-fi themed trading game or simulation
- Project initiated to performance test vector graphics model of Cocoa/Quartz as well as to experiment with data modeling tools in Core Foundation (pre-CoreData)

“Paratus” media asset management system project - 2003-5

- Provided major Macintosh related support for the development of an advertising media asset tracking, billing, and evaluation system
- Advised team member and managers on Mac cultural issues, especially concerning the migration of the user base from the “classic” Mac OS to Mac OS X
- Used AppleScript and other Macromedia and Apple provided tools for performance testing and quality assurance
- Developed Windows 2000 server processing logic to generate preview “thumbnails” and metadata information for many kinds of image files using QuickTime and Ghostscript with parallel development work (on OS 9 and X) using both CodeWarrior and Visual Studio
- Additionally created routines to allow PC-hosted software to better cope with Macintosh specific technologies like resource forks and HFS metadata
- Created special Mac client add-on software to allow integration of QuarkXPress and InDesign documents into asset management system using host application APIs
- Engaged in regular meetings with client and end users to insure expectations were met and functionally was what was desired
- Paratus system deployed by Seven Worldwide in the UK, with possible deployment in the US planned

“AAC-THPPFT” audio player integration tool - Early 2004

- AppleScript Studio created system to integrate Apple iTunes with pre-iPod era AAC capable technology like the Phillips Xpanium line of MP3 CD players
- Required creation of Darwin level command line tool to use QuickTime API to convert MPEG-4 packaged AAC data into the older MPEG-2 specification originally proposed for the AAC container file format
- Not publicly released, source project available on request

“WISC-III–WIAT-II” commercial test scoring & reporting project - 2001-2

- Primary advisor for an organization’s first entry into Macintosh software development, the porting of a preexisting Windows application
- Instructed team members about Macintosh culture and development techniques
- Migrated prior Visual Basic programmers to the Macintosh REALbasic development system
- Assisted in efforts to maintain version control using Visual SourceSafe on a Mac-services enabled Windows NT server
- Researched and advised management on which additional development tools were needed to solve problems during the project
- Developed and provided tools to convert Microsoft Access databases to formats readable on the Mac platform
- Acted as primary developer of graphics & reporting logic to replace Crystal Reports based functionality in original Windows version of product
- Contributed to the client-side development of an online copy prevention mechanism to avoid the need for dongles or key disks, the first such system deployed by our customer (for either platform)
- Integrated copy prevention system into the InstallerMaker based install process
- Acted as primary maintenance developer
- Software published and distributed by The Psychological Corporation

“ReadyGraphs” commercial data presentation tool project - Early 2002

- Intended as cross-development project to be developed and released on the Mac at the same time as the Windows version
- Primary developer of Macintosh version of the graphics logic, developed in a manner intended to be portable to the Windows version as well
- Researched into prior Mac version of tool for suitability of migration to REALbasic
- Examined legacy code developed using CodeWarrior C and the C-Tree Plus database system

“Ambiance” shareware utility project - 1994-5/2001

- Originally developed with Think Pascal and the TransSkel framework
- Designed for low end machines in mind and has a small memory footprint
- Involved direct code interaction with the Macintosh Sound Manager
- Recent revisions developed using CodeWarrior C and the Carbon API
- Software published in several CD collections including MacFormat’s, Educorp’s, and MacUser Japan’s
- Limited web site development and promotion was also done

ITS tech support tracking system project - 1999-2000

- Developed using FileMaker Pro
- Connected to preexisting databases served by a college's newly reorganized Information Technology division
- Designed UI to facilitate easy data entry by computer neophytes
- Also contributed to prototyping a web-connectivity system for making organization-wide databases more readily available for campus wide access

“Casino Rose” shareware game project - Early 2000

- Developed using Codewarrior C++, Sprite Animation Toolkit, TransSkel and portions of MetroWerks PowerPlant
- First distributed prototype (“Casino Columns”) developed using HyperCard
- Developed in a effort to use traditional Macintosh UI design as a presentation layer for a “PC-like” game engine
- Designed to be “plugable;” game rules and media could be replaced dynamically with minimal hard coding of program logic via Resorcerer template resources
- Used “frame-rate agnostic” animation
- Limited web site development and promotion was also done (no longer available)

“Outpost Nexus” shareware game project - 1994

- Developed with Think Pascal and Sprite Animation Toolkit (an Mac-only multimedia framework)
- First widely published work
- Software published in several CD collections including Educorp's and MacUser Japan's

“Muscle Alive” education/commercial medical presentation project - 1993

- Developed using Macromedia Director
- Software project was original intended as an in-house tool for a medical college
- Joined project midway to provide developmental assistance to help attain expanded project goals
- Debugged preexisting defects in UI scripting which was holding up the project
- Worked with Lingo scripting and applied design skills learned from HyperCard and general Macintosh software development
- Performed limited prototyping work for additional projects at the medical facility