

PETER HASTIE

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HTTP://PETERHASTIESHOWCASE.BLOGSPOT.COM

TECHNICAL EXPERTISE

- Platforms** Windows 2000/XP/Vista, Ubuntu Linux, Cygwin, Mac OSX.
- Languages** Actionscript 2/3, Perl, HTML/XML, Javascript, Matlab.
Some exposure to: C++, Java, MXML, PHP, SQL.
- Tools** Adobe Creative Suite 4, Flex Builder 3, mxmmlc, PixelBender, Matlab & GUIDE, Eclipse, Visual Studio 2008 Express, GCC, Apache, ModPerl, RealVNC, SQLite, SVN, Microsoft Office, Open Office, Windows Movie Maker, Cubasis, Audacity.

CREATIVE PROJECTS

Further information on these projects is available at <http://peterhastieshowcase.blogspot.com>

2009 **Interactive marketing applications**

- Developed content for RIAs using corporate proprietary framework.
- Worked with open source FLARToolkit to develop an augmented reality application capable of recognising multiple non-square markers.
- Developed a series of webcam-based applications to promote client brand.
- Integrated 3D, physics and tweening libraries into applications for visually stunning results.

2008 **Virally distributed leaderboard widgets**

- Designed and developed multistate Flash widget to manipulate and display XML data for Playstation 3 game 'Warhawk'.
- Produced lightweight MVC framework to simplify widget development and reduce file size.
- Researched Clearspring API to provide deep integration with viral distribution platform.
- Worked with Sony web consultants to determine project specifications.
- Worked within constraints of Flash Player 7 to ensure delivery across a wide range of devices.
- Developed and currently host proxy server to ensure continuous delivery of data feed to shared instances of the application.

2005–2008 **Casual arcade-style games**

- Designed and implemented original games using object oriented Actionscript.
- Created original 2D vector art and sound for games.
- Developed and released advergame under tight deadline to promote an event.

1998–2008 **Dynamic and static multipage websites**

- Set up and administration of Linux/Apache server to host development sites.
- Constructed RIAs using CGI/PHP backend and DHTML/Flash frontends.

2006–2008 **Scientific software**

- Developed image processing GUI for microscopy analysis using Matlab.
- Wrote Perl scripts to perform specific processing tasks for genetic databases.

WORK EXPERIENCE

06/09 onward **Eveo, San Francisco, CA**

Sr Flash Developer

- Developed RIA marketing tools for pharmaceutical clients.
- Responsible for creating code based animations and user interfaces.
- Lead adoption of Eyewonder and DoubleClick tools for banner production.
- Worked in large-team environment, interfacing with art & engineering departments.
- Developed workflow to ensure flexible reuses of project code and assets to facilitate rapid design changes to meet client needs.

02/09 – 06/09 **Autofuss, San Francisco, CA**

Intern, interactivity developer.

- Worked as part of a fast-moving, creative agency handling projects for multinational clients.
- Developed interactive web applications to enhance the Autofuss brand.
- Used FLAR Toolkit, Papervision 3D and Box 2D libraries in Flash development.

04/06–12/08 **Dept. Molecular Cell Biology, UC Berkeley**

Postdoctoral researcher: synaptic biology.

- Initiated and managed multiple collaborative research projects with other laboratories.
- Maintained up-to-date knowledge of developments in the field.
- Trained other team members in complex techniques.
- Documented research with attention to detail.
- Prepared text and figures for manuscript publication and conference presentations.

07/00–06/01 **GlaxoSmithKline, Harlow, UK**

Undergraduate research placement: neuropharmacology

- Automated repetitive tasks with industrial robotics.
- Committed project data to corporate database for multi-site team.

EDUCATION

10/02–04/06 **Dept. Anatomy, University of Bristol, UK**

- PhD Anatomy awarded August 2006 for novel research in neuroscience.
- Developed novel methods for isolating neurotransmitter receptor trafficking vesicles.
- Completed legacy project during peer review stage resulting in high impact publication.
- Taught undergraduates in tutorials and during 8 week lab placements.

10/98–06/02 **Dept. Pharmacology, University of Bristol, UK**

- James F Mitchell Prize and 1st class honours BSc Pharmacology with Study in Industry.
- Performed *in silico* analysis of neurotransmitter receptor binding sites for dissertation project.
- Classes in Pharmacology, Biochemistry, Physiology & Pathology