Hi, I'm Pete Schaffner.
I'm a product designer & developer

with 16 years of experience across desktop, mobile, and the web, specializing in Apple platforms. I build what I design, using AI coding tools to explore ideas, prototype interactions, and ship software. I give a damn.

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EXPERIENCE

Tuple — Designer & macOS engineer — 2023–2026

- Tuple's only designer from 2024, responsible for the Mac app, brand, and marketing; implemented most of the Mac interfaces I designed
- Redesigned and rebuilt the Mac app's Settings in SwiftUI, replacing the legacy preferences interface across 11 panes and a redesigned keyboard shortcut recorder
- Designed and built Capture's setup, in-call controls, and status menu, giving coding agents access to locally recorded call context
- Designed and built an experimental window for working with AI agents during calls, including chat, activity indicators, and approval requests
- Designed and built interfaces for Triggers, Tuple's scripting feature, including a script-testing app and a directory for browsing, installing, and managing Triggers
- Redesigned and implemented Mac interfaces for screen sharing, webcams, call controls, annotations, and remote cursors
- Designed App Veil to hide selected apps during screen sharing
- Used coding agents to design and build a working webcam prototype with magnetic edge docking, automatic face framing, and controls that appear on hover
- Redesigned and built notifications, the incoming call window, and the menu bar status item, with coordinated sounds for people joining in quick succession
- Designed and built the Mac onboarding window, guiding users through sign-in and granting the required macOS permissions
- Designed the logo, app icons, website, and marketing materials; built landing pages in Astro and Tailwind

Bear — Designer & macOS/iOS engineer — 2020–2021, 2022–2023

- Designed and built Bear's interface on Mac and iOS, including Bear 2's info panel with its table of contents and live text stats
- Designed and built editor features for Panda, the public alpha of Bear 2's new editor: rich link previews, file badges, image resizing, and heading navigation
- Designed and built the Bear Pro purchase and subscription screens and their illustrations for iPhone, iPad, and Mac
- Adapted Clarika into Bear Sans, the Bear 2 typeface, redrawing glyphs and building its text, UI, and headline families in Glyphs
- Designed the Bear and Panda websites, and app icons for Bear, Panda, and Image2icon

Raycast — Designer & macOS engineer — 2022

- Redesigned and implemented the Account preferences welcome screen and refined the theme picker in AppKit, including their light and dark artwork
- Designed the form validation UI, moving errors into a trailing accessory and tooltip to keep forms compact
- Researched and designed placeholders and rich text for Snippets v2, and prototyped expanding command views natively in AppKit

Tower Designer & macOS engineer

2021–2022

- Led a visual rebrand of Tower, the Git client for Mac and Windows, with a new logo, website, and macOS app icons
- Designed the onboarding flow, from the welcome window to trial registration and the theme chooser, and built its interface
- Designed Branches Review and branch comparison, built the Xcode-style filter menu, and restyled the header bars across every list view

Google Design lead of Chrome for iOS

2014–2020

- Led a holistic redesign of the app, replacing an in-house UI framework modeled on Android with native UIKit so Chrome looked and behaved like it belonged on iOS
- Designed Chrome's 10th-anniversary redesign on iPhone and iPad, including a bottom toolbar that put navigation within thumb's reach
- Brought new platform features to Chrome as they arrived, including iPad Split View, multiple windows, dark mode, and iOS 13 sheets
- Prototyped new features natively, implemented my own designs, and mentored designers and engineers new to iOS
- Worked independently from France with my team in Mountain View, California

Earlier Web/graphic designer & developer

2010–2014

- Led the web team at Evergig and redesigned and rebuilt the 2.0 web app
- At IronGate Creative, designed and built websites, an iOS app, and the Lumina Foundation's interactive annual report, along with logos, brand guides, and print work

SKILLS & TOOLS

Design

Interface, interaction, and icon design • Typography
Interactive prototypes and motion in SwiftUI, AppKit, and HTML • Sketch, Origami, Pixelmator Pro, Icon Composer, Glyphs

Engineering

Swift, SwiftUI, AppKit, UIKit • Objective-C, Objective-C++ • macOS, iOS, and iPadOS platform conventions • HTML, CSS, Astro, and Tailwind • UI work in React and TypeScript • Claude Code, Codex, and Amp, with custom MCP tooling • Xcode and Git

EDUCATION

College of Fine Arts, Ball State University
Bachelor of Fine Arts, Visual Communication · 2006–2010

INDEPENDENT WORK & CONTRIBUTIONS

Ditto Dictation for the Mac

2026

Hold a key, speak, and your words land wherever you're typing. Uses Apple's on-device speech model by default, with optional OpenAI transcription.

Pip Color tool for Mac

2026

Pick a color anywhere on screen, fine-tune it, and copy it as Hex, RGB, HSL, or code for SwiftUI, AppKit, and UIKit. It works in sRGB, Display P3, and Adobe RGB, and checks WCAG contrast as you edit.

Ghostty Open-source contributor

2024

Designed and implemented macOS interface refinements, including theme-aware title bars and tabs, split dividers, and controls for restoring zoomed terminal splits.