

Dave Parfrey

I'm an independent software developer with over 14 years of professional experience in a wide variety of computer environments, particularly in the Macintosh, Microsoft Windows, MS-DOS, and UNIX arenas. I work on a contract basis for corporate clients, these days mostly in C++ for Windows. Because of my Macintosh and Windows background, my favorite part of most projects is designing and implementing the user interface.

My current passion is pen computers and the PenPoint operating system. I've gone through GO Corporation's PenPoint programmer training, bought an NCR 3125 pen computer, and I'm dying to find a client to write a PenPoint Application for!

My company name is Togis. Everyone always asks what it means, so let's get it out in the open right away. It's a hacked-up version of "two guys." The name came into being several years ago when a friend and I worked for a small, start-up company that was about ready to go under. We were working on a prototype for a product, but every week or so, the product would totally change directions as the company desperately tried to attract new investors. We were understandably frustrated by this, and complained that if it were just the two of us, we could get something done. We started calling ourselves "Two Guys, Inc.", which eventually became "Togis, Inc." I went out on my own first, and the name became reality. My friend also struck out on his own and we did some projects together, but his interests have diverged from mine. I should rename the company One-gis or something, but the name's grown on me.

If you want to see programming work that I've done, here are your best two options:

1. Buy the Macintosh version of CheckFree. It's an electronic checkbook management program that lets you pay your bills via modem. It was written using Think C Version 4.0.
2. See Mission to Mars, coming soon to a science center near you. Mission to Mars is a Macintosh-based national traveling exhibition for science education. It's a network of 23 Macintosh II computers running a coordinated 45-minute mission, where the participants act out roles (Engineering, EVA, Communications, Biologist, etc.) of crew members under the direction of the computers. Each crew station computer controls station-specific exhibit hardware (switches, dials, robots, videodisc players, etc.). Lots of people helped create this, but I led the development team. The software was written using SuperCard with XCMDS and lots of Director animations. I may talk about this (if you're interested) in a column, 'cause I think it's cool. Check with your local science center to find out when and if it's coming.

If you have any ideas or comments about my columns, please contact me through Nautilus, because they can coordinate stuff better than me. For private correspondence, you can contact me at:

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