

Brian Bulkowski

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Skills

Networking Deep technical understanding of network issues. Recent work in WiFi with embedded platforms. Design, implementation, and analysis. Two way (IP) and broadcast (MPEG, IP). Streaming and transactional. Management aspects of protocol use.

Multimedia Full understanding of design and technical issues. Embedded software, user interaction, network protocols, QoS.

Embedded Engineering work in embedded systems such as VxWorks and small Linux platforms.

Leadership Technical and managerial. Can move a software project from concept to customer. Excellent communication skills. Leadership through technical excellence.

Programming C, C++, Java, others as required. Can focus on different engineering goals: performance, maintainability, speed of implementation, robustness, validation.

Experience

2005 – 2006 *Copernicus*

2005 – March 2006 **Founder**

Copernicus was a seed-funded, VC backed effort to bring a new category of wireless device to market. I participated in the founding, and generated substantial intellectual property, as well as participating in the funding process. Project did not receive funding.

2004 – 2007 *Consulting*

2007 *Movielabs*

Research projects regarding P2P monitoring and IP geolocation.

2006-2007 *Aggregator LLC, UK*

Designed and implemented an HTTP based video download solution. Ongoing minor features and fixes.

2006 *Fvnnel*

Worked to establish architecture and implement prototype for Web 2.0 search / mashup engine. Contributed to startup analysis; group decided not to move forward.

2004 *Presto Networks*

Helped the principle founders understand network management in public access 802.11 systems. Built a prototype SNMP network management system in Java. Long term.

1997 – 2004 **Liberate Technologies**

2004 **Principal Architect, Project Leader**

Established a new client (imbedded, RTOS) cable product based on a Java subset using open protocols. Leveraged existing work and code base by various groups. Met needs of existing European customers.

Lead a small team (3) to create a customer demo on existing set top box hardware. Exceeded goals, on time. 6 month project.

2003 – 2003 **Principal Architect**

Architected and drove Liberate's enhanced television (ETV) solution for the UK market. Extended protocols, designed interfaces, worked with developer community.

Designed and specified server and client features (messaging server (Java), TV listings server (Java), Mediacast server (C, Windows)).

Worked with developers and TV producers (BBC) to create a solution that will fit their content workflow.

Contributed directly to client products (C, JavaScript, Java) and server products, including data broadcast servers (MPEG, C, Windows, Linux).

Authored patents (still in review).

2001 **Manager** of the networking group

Managed 10 direct reports. Networking group was the only group in both the client and server management chains. Success depended on exceptional relationship skills.

Contributed resources to end-to-end technical problems within larger projects, such as DTV Client, and Datapoint, Mediacast, LMS, Tvinfo servers.

Hired, fired, reviewed.

1998 – 2001 **Member of technical staff**

Principle contributor for second-generation product, now known as DTV Standard. DTV Standard is now running in 2 million homes in the UK - Liberate's most widely deployed product.

Designed and wrote core networking code (C, embedded OSes - Tornado, GIOS, PowerTV, VIRTEX, others). Traveled and integrated product on site.

Designed and wrote Liberate Mediacast, a data broadcasting server (C, Windows). Mediacast protocol is network independent, using multicast IP, MPEG, and Digicypher II.

Contributed to ATVEF standard (UHTTP protocol) for enhanced television.

1997 – 1998 **Member of technical staff specializing in networking**

Contributed to initial success of the company, including fundamental networking code for the first generation product that became AOL-TV.

Prototyped a data broadcasting server (Java).

1993 – 1997 ***Starlight Networks***

1994-1997 **Project lead**

Architected and implemented from scratch a video server component based on Starlight protocols (MTP). Server was capable of 150Mb/sec on generic Pentium 133 hardware. Product was not accepted by the sales force as it undercut margins for the Solaris-based product.

1993-1994 **Programmer**

Implemented TokenRing support for Starlight products.

Improved DOS client A/V synchronization and buffering algorithms.

1989 – 1993 ***Novell, Inc***

1991-1993, **Technical lead, AppleTalk protocols**

Improved AppleTalk support in the Netware 4.0 using novel mechanisms. Lead a group of two other engineers. Visited customer sites to investigate bugs.

1990–1991, **Technical lead, AppleTalk protocols**

Based on A/UX AppleTalk code, implemented AppleTalk protocols and APIs for NetWare for Macintosh 3.11/3.12.

1989, **Programmer**

Revised HostAccess, a FTP and Telnet package for Macintosh. Product shipped on time and with minimal bugs.

1985 – 1989 ***Brown University***

Received Bachelor's degree in Math/Computer science

Topology, number theory, operating systems, computer graphics (van Dam, Hughes)

Programmer, part time and summer, Geology department.

Help desk. Experienced user thought patterns during the transition from mainframes to PCs.