

Brian Fudge

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San Diego, CA

Qualifications

- 15+ years of software development experience.
- 15+ years of team leadership, project management, and product management.
- 10 years of executive experience with startup ventures.
- Outgoing and intuitive leader with excellent communication skills.

Technical Expertise

- **Languages:** Javascript, Objective-C, PHP, C, C++, Flex, Java
- **Frameworks:** Node.js, Express, React/Redux, Loopback, Composer, Cocoa, iOS, Android
- **Databases:** MySQL, PostgreSQL, Mongo, SQLite
- **Operating Systems:** Linux, Mac, Windows, iOS, Android
- **Cloud:** AWS, Docker, Puppet
- **VC/Automation:** Git, CircleCI, Jenkins
- **Project Management:** Jira, Confluence, OmniPlan, MS Project
- **Best Practices:** Unit Testing, Agile/Scrum, Code Reviews, Security Reviews, API Development, Continuous Integration & Deployment

Specializations

- **Engineering:** Information Architecture, Software Architecture, Technical Due Diligence, Reverse Engineering, SaaS, Mobile, Cloud, Desktop, Embedded.
- **Knowledge Areas:** Location/Proximity, Bluetooth LE, Social Gaming, VR/AR, Video Compression/Decompression, Video Streaming, Computer and Information Security, Data Mining and Visualization, Network Protocols, Real Estate, Wealth Management.
- **Product Management:** Competitive Market Analysis, Go-To Market Plans, Product Requirements, Road-mapping, Technical Sales Support, Public Speaking, Managing Remote Teams.

Work History

[Code Brilliant, LLC](#). San Diego, CA. *Owner/Principal*, 2/2007 – present

I started Code Brilliant to venture out on my own: to realize my own ideas, to risk my own capital, and to help other entrepreneurs bring their ideas to life.

It has grown from a one-man consultancy into a full-service agency with offerings ranging from early-stage startup advice, custom web and mobile

software development, product and project management, and ongoing service and support. We specialize in helping early stage startups achieve product/market fit and stay focused with limited resources.

[NewAer](#). Los Angeles, CA. *Principal Engineer, 10/2012 – 8/2016*

At NewAer I developed a proximity framework that allowed peer-to-peer discovery and communication. It worked cross-platform: iOS, OS X, Android, Windows, and Linux. It used a combination of Bluetooth 2.0, Bluetooth LE, and Wi-Fi technologies.

I also built mobile and desktop apps to demonstrate the capabilities. I acted as developer advocate during hackathons and as technical sales support during customer meetings.

[DCS eMAP \(now Bitvore Corp\)](#). Los Angeles, CA. *CTO, 5/2009 – 08/2011*

At DCS eMAP I developed a unique visualization for legal e-Discovery, corporate compliance, and intelligence community analysis needs.

[DivX, Inc.](#) San Diego, CA. *Engineering Lead, 5/2002 – 2/2007*

I joined DivX as the first engineer for the consumer electronics group. This group was responsible for licensing the brand to DVD players, set top boxes, and TVs.

I led teams that built the SDKs, the certification systems, and the support infrastructure to ensure compatible encoders and decoders. My responsibilities included technical visits to partner sites domestic and abroad.

[Qualcomm, Inc.](#) San Diego, CA. *Senior Engineer, 5/1997 - 7/2001*

At Qualcomm I was on the team that built the first video decompression ASIC that could output to a digital cinema projector in high definition. As part of this work I also created an imperceptible fingerprinting system to identify the source of content despite camera recording, resizing, and cropping.

In addition to developing key logic blocks in VHDL, I was given many of the essential back-end tasks. I wrote the bit-accurate simulation of the decoder that was used for verifying the chip logic on an FPGA and in the simulator. The chip taped out correctly on the first try.

Education

- [UCSD](#), Master of Engineering, Electrical and Computer Engineering, 3/2002
- [Harvey Mudd College](#), B.S. Engineering, 5/1998.