

# Bruce J. Bell

840 Villa Av. #19  
San Jose, CA 95126  
phone:(408)796-8383

bruce@ofb.net  
<http://www.ugcs.caltech.edu/~bruce/>

## Programming Skills

- expertise: algorithms, system design, quantitative programming, computer graphics, data/image compression, binary data formats
- languages: C/C++, Perl, Java, Pascal, assembly, Basic, Fortran, Postscript, shell scripts
- markup/presentation: HTML, XML, PDF

## Sysadmin Skills

- Unix: SunOS/Solaris, HP-UX, SGI, AIX; heterogeneous cluster experience; system scripting
- Linux: Red Hat, Debian; Apache, Samba, Sendmail, FTP services

## Additional Skills

- analog and digital electronics
- semiconductor processing lab
- drafting, machine tools

## Programming Experience

- NVIDIA Jan – Sep '06  
provided testing support for compiler group
- Telemetry Broadcast Corp. Aug '98 – Dec '99  
Wrote telemetry software for Shuttle Radar Topography Mission (SRTM – STS99)
- Caltech — Hum/SS dept. Dec '94 – Sep '96  
Wrote interactive client-server system for experimental economics; implemented matrix and linear programming algorithms
- Questor Systems Mar – Apr '94  
Maintained & supported database application for museums
- Caltech Hum/SS dept. '87 – '88  
Wrote interactive game tree editor
- Caltech summers, '86 and '87  
Programmed for hypercube parallel computer project

## Sysadmin Experience

- Caltech ITS dept. Dec '99 – Jun '02  
Unix sysadmin for Caltech IT services dept.
- Caltech CNS dept. Jan '92 – Jun '93  
Assistant sysadmin for Caltech Graphics Group

## Additional Experience

- Rhythm & Hues Oct '96 – Sep '97  
Game designer (on SGI workstation, for Sony Playstation)
- Caltech, under Dr. Y. C. Tai summer '91  
Research: micromachined infrared detectors
- computer retail fall '89 – summer '90  
Computer repair, tech support, customer service

## Education: California Institute of Technology

- Physics major
- work also in electrical engineering, mathematics
- left with senior status