

oscar bezi

software engineer

oscar@bezi.io

(864) 344 8965

github.com/bezi

https://bezi.io

Facebook, Inc.

2017-now. Seattle, WA | New York, NY

Software Engineer, Online Signals Team, Release Engineering Team.

- Event Setup Tool: SPA loaded onto third-party websites, allowing users to configure their analytics setups on their sites. **(React, Hack)**
 - Developed product from an initial prototype to the team's flagship offering, balancing short-term growth strategies with long-term quality and feature investments.
"Oscar's contributions comprise the majority of what Event Setup Tool's UI is today"
 - Created sustainable long-term patterns and front-end architecture to maximise developer speed, user experience quality, and enable the team to rapidly iterate as user research found areas of improvement.
"Oscar is strongly motivated to ship a high quality product; including investing in building the tooling and writing documentation to make this a reality."
- FBEvents.js: Revenue-critical analytics script loaded by millions of websites. **(JavaScript)**
 - Overhauled compiler and build system, optimizing for developer efficiency and ensuring output correctness. Established new patterns to improve product health.
"[Oscar] sees a problem and can't resist fixing it. He has a passion for building good dev support and has leveraged that to fix our systems."
- Served on a biweekly 12-hour oncall to support company-wide continuous release, triage and coordinate cross-organizational responses to critical-severity incidents, and act as primary point of contact for Release Engineering organization.
- Served as intern director, supporting cohorts of intern managers. Trained and evaluated managers, ran calibrations for intern performance.
- Provided individual engineering and career mentorship to five interns, receiving strongly positive feedback and successfully supporting them to return offers.
"Oscar held weekly one-on-ones with me in which he gave me clear, actionable feedback and suggestions on how to improve both in my eng work and communication."
- Reviewed code, organized the team daily standup and sprint processes, onboarded and mentored team members, in addition to regular software project work.

HEBI Robotics, Inc.

2015-2017. Pittsburgh, PA

Software Engineer, web services and firmware.

- Developed SPA and backend to manage encrypted robot firmware and deploy over-the-air firmware updates **(React/Node.js)**
- Implemented decryption, validation, and hot code swap for firmware **(C)**

Biorobotics Laboratory, Carnegie Mellon University

2013-2017. Pittsburgh, PA

Software Engineer, embedded systems, System Administrator.

- Firmware development: created new modular firmware architecture, enabling four separate hardware platforms to use the same firmware **(C++)**
- JumpingBot: Managed five engineers across disciplines to prototype hardware platform for PhD research project

Microsoft Corporation

2015. Redmond, WA

Software Engineering Intern, Audio Quality

- Built tool to better understand Windows audio state for debugging **(C#)**
- Voted best intern project, OSG SiGMA

Carnegie Mellon University

Pittsburgh, PA

B.S. in Computer Science, Minor in Robotics