

# oscarbezi

software engineer and roboticist

## contact

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## languages, natural

english (native)  
spanish (native)

## languages, programming

### PRIMARY

C  
Javascript  
CSS, HTML

### PROFICIENT

C++  
CoffeeScript  
Bash  
C#

## miscellaneous

### PRIMARY

Node.js  
Docker  
Linux

### PROFICIENT

Gulp  
Sass

## hackathons

Battle of the Hacks  
MHacks IV  
HackPrinceton  
HackCMU

## talks

### CCLUB TALK SERIES

Docker and Fig 101  
CoffeeScript 101  
Node.js 101

### CRASHCOURSE 2015

Intro to HTML & CSS  
Advanced Vim Usage

## education

**Bachelor of Science**, Computer Science

Carnegie Mellon University

Minor in Robotics. Expected graduation in May 2017.

## work experience

2015

### Microsoft Corporation

Redmond, WA

Software Engineering Intern, Audio Quality

- Implemented generic Audio ETW event classification framework (C#).
- Created an example application that visualized the Windows audio graph, which cut debugging times in the team.

2013-now

### Biorobotics Laboratory

Carnegie Mellon University

Embedded Systems Developer, working for Dr. Howie Choset

- Administrative work: managing new members and overseeing the JumpingBot group.
- Firmware development: rewrote firmware architecture to improve modularity, applied to all of the robotic platforms in the lab.

## select projects

2014

### SEASnake

CMU Biorobotics Lab

- Rewrote existing firmware architecture to use a modular driver system
- Applied the architecture to all of the robotics platforms in the lab
- Implemented virtual x86 module for unit-testing firmware

2014-now

### JumpingBot

CMU Biorobotics Lab

- Project manager: leading group of 5 engineering students
- Developing firmware, prototyping with Arduino and 3D printed parts

2015

### TuneMachine

<http://tunemachine.co>

- Simple project that to "version control" Spotify playlists
- Developed Node.js backend and deployment

2014

### CMDragons

CORAL Lab, CMU

- Added human control to soccer-playing robots' firmware (C++)
- Improving robots' team coordination by learning from human players

2014

### gitorial

<http://gitorial.com>

- Generates tutorial blogs directly from Github repos
- Developed Django backend, frontend logic in CoffeeScript, Handlebars
- Placed top 10 at MHacks IV

2014

### TeXDown

<http://texdown.org>

- LaTeX/Markdown editing platform for taking notes
- Developed Node.js API on the back-end, and JavaScript front-end logic

2014

### Google Lunar XPrize

CMU Planetary Robotics Lab

Developed firmware and onboard electrical systems for the "Andy" lunar rover