oscar bezi

web developer

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Facebook, Inc.   2017-now. Seattle, WA

Software Engineer, Offsite Signals Team

- Event Setup Tool: SPA that injects itself onto third-party websites, allowing users to configure their analytics setups. (React/Redux)
    - Developed product from an initial prototype to the team's flagship offering, alternating 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."
- 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."
- Served as an intern director, supporting five full-time engineers as they mentored fifteen total interns, providing feedback and training throughout the process.
- Worked closely across disciplines with designers, product managers, and user researchers to deliver a first-class product experience.
- Volunteered on a biweekly 12-hour to ensure production releases rolled regularly, triaging and coordinating cross-organizational responses to critical-severity incidents, and acting as primary point of contact for Release Engineering across the entire company.
- Reviewed code, organized the team daily standup and sprint processes, onboarded and mentored newer 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 utilities in robot firmware (C)

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

Biorobotics Laboratory, Carnegie Mellon University   2013-2017. Pittsburgh, PA

Embedded Systems, System Administrator. Working under Dr. Howie Choset

- Firmware development: implemented new firmware architecture, which allowed four separate hardware platforms to use the same firmware (C++)
- Administrative: Overseeing the JumpingBot project group (five members).

Carnegie Mellon University   Pittsburgh, PA

BS in Computer Science, Minor in Robotics