

# OscarBezi

software engineer and roboticist

## contact

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bezi.io

## 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  
Minor in Robotics. Expected graduation in May 2017.

Carnegie Mellon University

## work experience

2015	<b>Microsoft Corporation</b> Software Engineering Intern, Audio Quality	Redmond, WA
	<ul style="list-style-type: none"><li>Implemented generic Audio ETW event classification framework (C#).</li><li>Created an example application that visualized the Windows audio graph, which cut debugging times in the team.</li></ul>	
2013-now	<b>Biorobotics Laboratory</b> Embedded Systems Developer, working for Dr. Howie Choset	Carnegie Mellon University
	<ul style="list-style-type: none"><li>Administrative work: managing new members and overseeing the JumpingBot group.</li><li>Firmware development: rewrote firmware architecture to improve modularity, applied to all of the robotic platforms in the lab.</li></ul>	

## select projects

2014	<b>SEASnake</b> 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	CMU Biorobotics Lab
2014-now	<b>JumpingBot</b> Project manager: leading group of 5 engineering students Developing firmware, prototyping with Arduino and 3D printed parts	CMU Biorobotics Lab
2015	<b>TuneMachine</b> Simple project that to "version control" Spotify playlists Developed Node.js backend and deployment	<a href="http://tunemachine.co">http://tunemachine.co</a>
2014	<b>CMDragons</b> Added human control to soccer-playing robots' firmware (C++) Improving robots' team coordination by learning from human players	CORAL Lab, CMU
2014	<b>gitorial</b> Generates tutorial blogs directly from Github repos Developed Django backend, frontend logic in CoffeeScript, Handlebars Placed top 10 at MHacks IV	<a href="http://gitorial.com">http://gitorial.com</a>
2014	<b>TeXDown</b> LaTeX/Markdown editing platform for taking notes Developed Node.js API on the back-end, and JavaScript front-end logic	<a href="http://texdown.org">http://texdown.org</a>
2014	<b>Google Lunar XPrize</b> Developed firmware and onboard electrical systems for the "Andy" lunar rover	CMU Planetary Robotics Lab