oscar bezi

software engineer

oscar@bezi.io
(864) 344 8965
github.com/bezi
https://bezi.io

front-end

JavaScript
React
HTML, CSS
Jest, Enzyme

back-end

Node.js
Express
Nginx
Hack (PHP)

miscellaneous

Bash
Linux
C
C++ (embedded)
Haskell

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

Full-Stack Software Engineer. Website Signals (Seattle), Release Engineering (NYC).

- Owned significant product areas, driving new products from ideation to completion across engineers and teams.
  - Flight Deck: Platform for safely and regularly deploying new code written by thousands of engineers within Facebook's phone apps to billions of users. **(React, Hack)**
  - FBEvents.js: Revenue-critical analytics code loaded by billions of sites. **(JavaScript)**
  - Event Setup Tool: Web application injected onto third-party websites, allowing users to configure analytics setups on their sites. **(React, Hack)**
- Designed and built sustainable, debuggable, and well-documented software systems that power mission-critical workflows and user experiences across Facebook.
  > *"Oscar is strongly motivated to ship a high quality product; including investing in building the tooling and writing documentation to make this a reality." - Performance Review*
- Drove investments in developer experiences, automatic quality enforcement, and testing in order to allow engineers to move quickly while still enabling a healthy product.
  > *"[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." - Performance Review*
- Served as one of four on-call members responsible for the company-wide continuous web release. Triaged and coordinated cross-organizational responses to critical-severity incidents, debugging breakages in sytems across the company to fix outgoing releases.
- Served as intern director, supporting three cohorts of intern managers. Trained and evaluated managers. Ran calibrations for intern performance.
- Directly managed five interns, successfully supporting all of them to return offers.
  > *"Oscar held weekly one-on-ones in which he gave me clear, actionable feedback and suggestions on how to improve both in my eng work and communication." - Intern Review*
- Served as tech lead, reviewed code, organized the team daily standup and sprint processes, and onboarded and mentored new team members.

HEBI Robotics, Inc.   2015-2017. Pittsburgh, PA

Software Engineer. Web services and firmware.

- Developed web application 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 **(Linux)**.

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

Microsoft Corporation   2015. Redmond, WA

Software Engineering Intern. Audio Quality Team, Windows Core.

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

Carnegie Mellon University   Pittsburgh, PA

B.S. in Computer Science, Minor in Robotics