

oscar
bezi

software engineer
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backend

Python

Node.js

front-end

Typescript

React

miscellaneous

Linux

Docker

Kubernetes

Helm

Rust

Nuna, Inc.

Feb 2024 - Dec 2024. Remote

Staff Software Engineer | Product Development Team, Value Platform

- Led engineering implementation of net-new insurance program for mission-critical customer, including managing additional engineers from other teams in order to meet deadline. Managed multiple stages of deliverables over six months. **(React, Python)**
- Created engineering implementation plan and led delivery of full-stack web application that allowed users to develop healthcare financial projections, perform actuarial modeling, and generate sales materials for those projections. **(React, Python)**

Boston Dynamics, Inc.

Feb 2021 - Jul 2023. Waltham, MA

Staff Software Engineer, Team Lead | Central Software Group

- Founded Cloud Services team to bring web development expertise to support robotics programs. Created initial high-impact production service as sole developer. Used project success to motivate company leadership to further invest in web services, growing team to three more developers.
- Built cloud-backed data warehousing and indexing platform, allowing robotics engineers to find relevant logging data and then fix customer issues remotely. **(Node.js, React)**
- Applied distributed engineering principles to scale from initial prototype to petabytes of indexed data with peak ingest in excess of ten gigabits per second and analysis SLAs of less than thirty minutes during business hours. **(Kubernetes, Google Cloud)**
- Integrated with Business Intelligence (BI) to stream data into Tableau and Snowflake, allowing BI analysts to inform product development with customer research. **(Node.js)**
- Configured embedded **Linux** systems, writing systemd services to manage logging, lifecycle, and update software over-the-air.
- Designed and implemented a custom, fault-tolerant, and authenticated communications protocol enabling data delivery between field robots and cloud systems, including over unreliable customer networks. **(Node.js, C++)**
- Implemented local development, staging, and continuous deployment infrastructure for new web systems. **(Python, Helm, Terraform)**

Facebook, Inc.

Senior Software Engineer | Release Engineering

Jan 2020 - Feb 2021. New York, NY

- Developed new platform for managing app and web releases to replace manual scripts and custom dashboards. Onboarded first release in six months. With additional team support, grew to six out of the "Big Eight" apps in another six months. **(React, Hack)**

Software Engineer | Website Signals

Aug 2017 - Jan 2020. Seattle, WA

- Developed Event Setup Tool, a web application injected onto third-party websites, allowing users to configure analytics setups on their own sites. **(React, Hack)**
- Supported revenue-critical analytics script loaded by billions of sites. Fixed compatibility bugs across browsers. Developed plugins to support new ads products and improve data integrity. **(Javascript, Hack)**

HEBI Robotics, Inc.

May 2015- May 2017. Pittsburgh, PA

Software Engineer | Firmware, Web Services

- Unified firmware architecture for four separate robot platforms, empowering software developers to merge into a single team and modernize legacy systems. **(C++)**
- Implemented bootloader with support for over-the-air encrypted firmware updates. **(C)**

Carnegie Mellon University

2013-2017. Pittsburgh, PA

B.S. in Computer Science, Minor in Robotics