oscar bezi

software engineer

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backend
Python
Node.js
front-end
Typescript
React
miscellaneous
MySQL
Linux
Docker
Kubernetes
Helm
Rust

Nuna, Inc.
Feb 2024 - Dec 2024. Remote

Staff Software Engineer, Technical Lead | Product Development Team, Value Platform

- Served as technical lead for a 5-person engineering team to ship a 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)**
- Built data extraction and analysis pipelines for machine learning, enabling engineers to retrain customer models using live data then rapidly redeploy them to the field. **(Python)**
- 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++)**
- Developed web service to manage and serve end-to-end encrypted firmware updates, automating the manual process of setting up software on all new product and enabling customers to get remote updates on request. **(Node.js, React)**

Carnegie Mellon University
2013-2017. Pittsburgh, PA

B.S. in Computer Science, Minor in Robotics