

oscar  
bezi

**software engineer**

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<https://bezi.io>

**systems  
programming**

Node.js  
C++  
C  
Python  
Bash

**front-end**

Javascript (ES6)  
React.js  
Blueprint  
Redux  
CSS

**miscellaneous**

Linux  
Docker  
Kubernetes  
Helm

**Boston Dynamics, Inc.**

2021-current. Waltham, MA

Staff Software Engineer, Technical Lead | Central Software Group

- Drove company-wide adoption of cloud software systems. Led requirements gathering, product design, and implementation. Collaborated with teams to onboard them, scaled systems to meet the needs of the whole company.
- Created a distributed, fault-tolerant, end-to-end encrypted protocol for bidirectional communication between robots and cloud systems. **(Node.js, C++, Python)**
- Built cloud-backed data warehousing, indexing, and analysis pipelines for robotics data, including data extraction infrastructure for machine learning. **(Node.js, Python)**
- Developed web-based interfaces for robot fleet management and monitoring production systems. **(React)**
- Led requirements, design, and project management for project teams of 3+ engineers.

**Facebook, Inc.**

2017-2021. Seattle, WA | New York, NY

Software Engineer | Release Engineering, Website Signals

- Owned significant software projects from ideation to completion:
  - Flight Deck: Platform for safely and regularly deploying new code written by thousands of engineers to billions of users. **(React, Hack)**
  - Facebook Pixel: Revenue-critical analytics 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 powered 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 on oncall rotation responsible for the company-wide continuous web release. Triaged and coordinated cross-organizational responses to critical-severity incidents. Root-caused breakages in systems across the company to fix outgoing releases.
- Managed five interns, successfully supporting all of them to return offers.

**CMU Biorobotics Laboratory | HEBI Robotics, Inc.**

2013-2017. 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)**.
- Developed hardware testbed for controls algorithms research.
- Specified technical requirements balancing international regulatory compliance, internal workflow needs, and customer product improvements.

**Microsoft Corporation**

2015. Redmond, WA

Software Engineering Intern. Audio Quality Team, Windows Core.

- Built internal tooling for Windows Audio, improving developer experience for crash debugging **(C#)**.
- Voted best intern project, OSG SiGMA.

**Carnegie Mellon University**

2013-2017. Pittsburgh, PA

B.S. in Computer Science, Minor in Robotics