Oguz Ulgen

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SUMMARY

Experienced software engineer with compilers, language design and type theory background.

PROFESSIONAL EXPERIENCE

Facebook / Meta   **2016 – Present**
Staff Software Engineer

Facebook / Meta   **Summer 2015**
Software Engineer Intern
- Built back-end infrastructure for finding visual regressions on mobile applications
- Designed and implemented an infrastructure for scheduling analysis jobs

Microsoft   **Summer 2014**
Software Development Engineer Intern
- Developed back-end infrastructure for personalized machine learning models
- Improved user gender prediction models for personalized web search relevance

Yahoo   **Summer 2013**
Mobile Engineering Intern
- Worked on Yahoo! Search native mobile application for iOS
- Co-authored an image decoding and processing library

Biber   **2011 – 2012**
Junior Software Developer
- Developed a singleplayer iOS game

PERSONAL PROJECTS

CudaPy Compiler   **2015**
- Designed and implemented a JIT compiler that translates CUDA kernels written in Python to C++
- Authored a Python runtime library that lets access to CUDA parallel computation API

PCF (extended version of typed lambda calculus) Compiler   **2014**
- Investigated higher order typed program compilation
- Studied bytecode verification
- Authored a functional PCF compiler

EDUCATION

Carnegie Mellon University, Pittsburgh, PA **| 2012 - 2016**
- Bachelor of Science in Computer Science
- With a minor in Mathematical Sciences

SKILLS

C/C++, Python, OCaml, SML, Haskell, PHP, Hack