**Oguz Ulgen**

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## oulgen.com | github.com/oulgen

**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