

# Bennett Oyler

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## EDUCATION

### Stanford University

B.S. Computer Science  
GPA: 3.92/4.00

Relevant Coursework: Programming Abstractions (CS 106B), Computer Organization and Systems (CS 107), Linear Algebra and Multivariable Calculus (MATH 51)

Stanford, CA

Sept. 2025 – June 2029

### Riverwood International Charter School

International Baccalaureate Diploma  
Valedictorian (Class Rank 1 of 413), National Merit Finalist

Sandy Springs, GA

Aug. 2021 – May 2025

## TECHNICAL SKILLS

**Languages:** Python, C, C++, C#, TypeScript, JavaScript, HTML/CSS, SQL

**Frameworks & Libraries:** React, Next.js, Remix, FastAPI, Astro, Vite, Tailwind CSS, Drizzle ORM

**Infrastructure & Tools:** PostgreSQL, Docker, Linux, GCP, Azure, Git, CI/CD, Cypress, FFmpeg, Unity, LLM APIs

## WORK EXPERIENCE

### Robbie AI

*Software Engineer Intern*

Atlanta, GA

June – Aug. 2025

- Built the hospital-acquired pressure injury module of a full-stack video labeling web app (TypeScript, React/Remix, SQL): added frame-level patient-position (supine, prone, left, right) labeling and timelines.
- Added Cypress end-to-end test coverage and Drizzle ORM database migrations to internal annotation tooling, eliminating race-condition failures in CI.

*Software Engineer Intern*

June – Aug. 2024

- Engineered a parallelized Python/PyAV pipeline remuxing 40 TB of Avro-encoded video (a year across ~20 hospital cameras) into one-minute MP4 segments, enabling CV training on previously unreadable footage.
- Resolved network and server-room connectivity failures blocking medical facility pilot deployments, coordinating on-site with clinical staff and remotely with other engineers to restore data upload to the cloud.

## PROJECTS

### Life OS

June 2026 – Present

- Built a personal agent system (TypeScript, React, FastAPI, PostgreSQL, Docker) that generates morning briefs and prioritizes tasks from calendar, email, and Notion via LLM tool-calling.
- Designed a persistent-memory layer that retains user context across sessions.

### Custom Heap Allocator

May 2026 – June 2026

- Implemented a dynamic memory allocator in C supporting malloc, free, and realloc.
- Designed an explicit free-list with block coalescing and first-fit search, reaching 80%+ utilization.

### Block Hopper! ([App Store](#))

Aug. 2022 – Dec. 2022

- Developed a hypercasual platformer using Unity and C# and published it to the Apple App Store.
- Implemented game mechanics, UI, audio, procedural level progression, and ad monetization.

## LEADERSHIP

### Stanford Themed Entertainment Association

Stanford, CA

*Co-Director of Strategic Partnerships & Recruitment*

June 2026 – June 2027

- Selected to coordinate industry partnerships and lead recruitment and branding initiatives for themed entertainment competitions, workshops, and attraction design programming.
- Arranging a corporate-donor fundraising campaign to raise an additional \$15,000 for the club.