

Bennett Oyler

Stanford, CA 94305 • 470-381-7313 • bennettoyler@gmail.com • wboyler@stanford.edu
bennettoyler.com • linkedin.com/in/bennettoyler • github.com/bennettoyler

EDUCATION

Stanford University

Bachelor of Science in Computer Science

GPA: 3.92/4.00

Relevant Coursework: Programming Abstractions, Computer Organization and Systems, Linear Algebra and Multivariable Calculus

Stanford, CA

Sept. 2025 – June 2029

Riverwood International Charter School

International Baccalaureate Diploma

GPA: 103.5/100 | ACT: 35

Valedictorian (Class Rank 1 of 413), National Merit Finalist, Dual Enrollment Computer Science at Georgia Tech

Sandy Springs, GA

Aug. 2021 – May 2025

TECHNICAL SKILLS

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

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

Backend & Infrastructure: PostgreSQL, Docker, Linux, Azure, Google Cloud Platform, Git, CI/CD

AI & Developer Tools: LLM APIs, AI Agents, FFmpeg, Cypress, Jira, VS Code, Unity

WORK EXPERIENCE

Robbie AI

Software Engineering Intern

Atlanta, GA

June – Aug. 2024, June – Aug. 2025

- Built a full-stack video labeling platform for hospital-acquired pressure injury (HAPI) detection using **TypeScript**, **React**, and **SQL**, integrating with existing infrastructure to support annotations. (2025)
- Developed automated testing workflows with **Cypress** and integrated backend database migrations using **Drizzle ORM** to improve reliability of internal annotation tools. (2025)
- Engineered a **Python** pipeline to convert 40 TB of cloud text-based data into structured MP4 video segments for computer vision model training, recovering important model training data. (2024)

PROJECTS

Life OS

June 2026 – July 2026

- Architected a personal system integrating **LLM agents**, external APIs, and persistent memory to automate planning, retrieval, and execution for automated daily briefs and personalized task prioritization.
- Built full-stack infrastructure using **TypeScript**, **React**, **FastAPI**, **PostgreSQL**, and **Docker** to support scalable agent workflows and user context management.

Custom Heap Allocator

May 2026 – June 2026

- Implemented a dynamic memory allocator in **C** supporting malloc, free, and realloc.
- Designed its explicit free-list, block coalescing, first-fit search, and 80%+ utilization and high throughput.

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

Aug. 2022 – Dec. 2022

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

LEADERSHIP

Stanford Themed Entertainment Association

Co-Director of Strategic Partnerships & Recruitment

Stanford, CA

Sept. 2026 – June 2027

- Coordinate industry partnerships and lead recruitment and branding initiatives focused on themed entertainment like competitions, workshops, social events, and attraction-related programming.