

Oded Fuhrmann

Founder & Senior Software Engineer — Applied AI · Developer Tools · 3D/Geometry
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Summary

Founder and senior engineer building at the frontier of applied AI. Currently building Forge — an LLM→typed-DSL→executed-code pipeline with guardrails that make agent-generated code trustworthy — and working full-time on agentic AI and developer tools. Previously led Gaudi, an applied-LLM product, from idea to \$8M with a team of six. Seven years at Google (Search; 3D scene analysis at Maps), research at IBM, 15 patents, and an M.Sc in computational geometry. Fluent across the stack — React/TypeScript and Python/C++ — with deep applied-LLM, DSL/codegen, guardrails, and 3D/geometry experience, a founder's 0→1 instinct, and a bias toward shipping.

Core Skills

- **Applied AI & agents:** LLM products, prompt/agent design, tool-calling, codegen, DSL & AST/code-mods, guardrails & evals for probabilistic output, OpenAI, TensorFlow
- **Full-stack:** TypeScript, JavaScript, React, Redux, three.js, Node
- **Systems & backend:** Python, C++, Flask, Docker, AWS; WebAssembly / Pyodide
- **3D & geometry:** computational geometry (M.Sc), 3D scene analysis & reconstruction, mesh processing
- **Leadership:** founder/CTO; led teams up to 14; 60+ deployments, 2,500+ PRs; 150+ engineering interviews

Experience

Founder & Independent Engineer — Applied AI — Forge (Independent), Cupertino, CA 2025 – Present

- **Forge:** prose → typed DSL → executed code — an LLM compiles a plain description into a typed recipe DSL, which compiles to Python and runs in-browser via Pyodide/WebAssembly, with guardrails that keep agent-generated code trustworthy. Currently instantiated for two domains (music and fashion); the architecture is domain-agnostic.
- Building and writing in public on agentic AI, codegen, and low-code UX; prototyping daily with AI coding agents. GitHub: github.com/frmoded/forge · Writing: dev.to/oded_fuhrmann_86130c99a67.

Software Engineer / Tech Lead — FormX, Sunnyvale, CA 2023 – 2025

- Led a team of 6 building Gaudi, an applied-LLM engineering/CAD product — React/three.js UI, agent/prompt design over a computational-geometry core, Python backend; drove \$8M in funding; shipped 60+ deployments and 2,500+ PRs.

Founder / CTO — Independent & Sinsate Inc., Cupertino, CA 2017 – 2023

- **TheCodingArena:** a low-code visual editor that compiled to real, refactorable React via Babel/AST transforms.
- **Sinsate (CTO, NfX-backed):** smart legal content-management system; led 6 engineers across TypeScript, Python, TensorFlow, AWS.

Software Engineer / Tech Lead — Google, Mountain View, CA 2010 – 2017

- Founded a 20% IoT project and grew it into a full-time 14-engineer team.
- Maps: hybrid 3D scene analysis (facade recognition) and automatic business-listing generation; research in document layout analysis (Python, C++).

Research Staff Member — IBM Research, Haifa, Israel 2005 – 2010

- Algorithms for large-scale NP-complete problems in formal verification and logic synthesis (C++).

Education & Recognition

- **M.Sc Computer Science (Computational Geometry), Technion** · B.A. Architecture, Technion · B.Sc Mathematics (Cum Laude), Hebrew University.
- 15 patents (Google, IBM); 3 peer-reviewed journal articles. Unit 8200, IDF elite intelligence technological unit (C++).