

# Gabriel Ochoa

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## Numina

**Head of Engineering | Brooklyn, NY | March 2022 - Present**

- Built and hired a team of 5 engineers across 5 disciplines (Hardware, Firmware, Data Science, Machine Learning / Computer Vision, and Frontend/Backend)
- Worked with the CEO on fundraising, hiring, and product strategy
- Managed the engineering and R&D budget for the company
- Launch a refreshed dashboard that allowed for faster performance, quicker feature delivery, and a better user experience for customer analytics
- Delivered a new Data Pipeline that increased the speed and scaled with an exponential increase in data ingestion.
- Oversaw and accuracy increase of over 20% across the Numina platform by using real-world Heavy Engineering testing philosophies.
- Created a new product roadmap, engineering processes, and technical vision to help the team deliver features in days to weeks instead of months.
- Created a new hiring process that allowed us to hire 4 engineers in 4-8 weeks instead of 3-6 months.
- Customer facing role that helped with onboarding, customer support, and sales

## Squarespace

**Engineering Manager | Infrastructure | New York, NY | December 2020 - March 2022**

- Lead 18 engineers across 5 disciplines (Compute, Traffic, Storage, Data Center, Bedrock Services)
- I manage and coach 1 manager, 3 team leads (responsible for people management), and 3 tech leads (responsible for technology decisions)
- Managed capacity planning and procurement process for Squarespace data centers and public cloud
- Deeply involved in our hiring practices by creating rubrics, interviewing competencies, and process to hire engineers across Infrastructure Engineering
- Provided architectural design review and feedback for critical changes across Squarespace
- Founding member of the One Platform initiative to make all Squarespace Infrastructure products look and feel the same to our internal customers

## Kinoko

**Co-Founder | New York, NY | August 2018 - January 2021**

- Co-Founder that help build out a peer to peer video chatting product for our aging population to connect with their families
- Tech stack included WebRTC, Go, Typescript, Postgres, Linux and a Raspberry Pi TV video kiosk
- Made product briefs, user interview questionnaires, and analytic usage reports, and communication APIs between the kiosk and the backends

## Squarespace

**Engineering Manager | Traffic Infrastructure | New York, NY | October 2018 - December 2020**

- Started a new team of 5 to manage, grow, and develop Squarespace's edge infrastructure. Helped the team build a charter, values, and operating processes that kept everyone informed while allowing for individual autonomy and working styles Mentored engineers on the team and across the organization
- Led rewrite of the core edge load balancer, shipping in 8 months from problem identification to 100% rollout This project reduced the time it takes to make a secure connection to Squarespace by 5x Allowed for better visibility and horizontal scaling of the edge infrastructure

- Main point of contact for Lets Encrypt and other 3rd party partners
- Managed relationship and work items for regulatory compliance with the team
- Product owner and project manager: planned and organized the work for the team

## **Senior Site Reliability Engineer (SRE) / Team Lead | New York, NY | August 2017 - October 2018**

- Led a team of 7 engineers in launching, getting organization buy-in, and migrating 3000 VMs owned by 15 teams to a new internal compute platform. The new platform replaced the software runtime, metrics, alerting, and CI/CD layers of the Squarespace stack
- Created team charter and led agile development processes for the SRE Compute team
- Created and led Kubernetes 101 and 102 training courses for 100+ engineers
- SRE Lead for launch of a new billing system; started SRE Partner program
- Participated in Team and Incident Commander 24/7 on-call rotations

## **Wink**

### **Site Reliability Engineer | Flextronics | New York, NY | December 2015 - August 2017**

- Created AWS-hosted Kubernetes clusters and migrated all applications from Heroku
- Participated in Design Thinking workshops and user story sessions
- Built internal product for creating microservice infrastructure by developers
- Was on-call for and supported 18 micro-services and underlying infrastructure
- Designed and built a fault-tolerant logging and metrics pipeline
- Developed and championed SRE culture/practices across engineering organization

### **Systems Engineer | Quirky Inc | New York, NY | August 2014 - December 2015**

- Technical product expert for integration of Amazon Echo, Nest, Schlage Locks, and many ZigBee and Z-Wave products into the Wink platform.
- Researched new and emerging smart home technologies (LoRoWan, BLE Beacons, etc)
- Led vendors and manufacturers in Asia through final stages of development and testing of ZigBee, Z-Wave, and Bluetooth embedded devices
- Trained and helped launch a customer service center of 50+ employees
- Designed hardware and processes to refurbish 40,000 company products in 1 month

## **Quirky**

### **BlackOps Design Engineer | New York, NY | January 2014 - August 2014**

- Prototyping specialist for CEO's personal four-member design team
- Demonstrated products to executives, retail buyers, and investors
- Constructed visual and functional prototypes for Quirky Aros and Wink Relay

## **Skills**

### **Proficient**

Networking | Linux | Go | DNS | TLS | Internet routing | Git | Kubernetes | Prometheus | Containers | AWS | GCP | CircleCI | Datadog | SumoLogic | Ansible |

Additive Manufacturing | Welding | Soldering | Wood/Metalworking | Solidworks | CNC/Manual Machining and Prototyping |

Design thinking | User-centered design | Distributed systems |

**Well-versed**

Ruby | Redis | Etc | MySQL | Etc | Memcached | DynamoDB | Zigbee | ZWave | IoT Protocols |

**Novice**

Python | MQTT | AutoCAD/Fusion 360 | HSMWorks | Pro-E/Creo | PCD Design

**Education**

Georgia Institute of Technology | B.S. Mechanical Engineering 2013

Manufacturing Processes | Machine Design | Prototyping | Product Design