

Gabriel Ochoa

gochoa1@binghamton.edu • gabeochoa.dev • github.com/gabeochoa • linkedin.com/in/gabemochoa

Experience

Meta	New York, New York
senior eng - FB User Funded Monetization	<i>Aug 2023 - Present</i>
<ul style="list-style-type: none">• Brought polling to Reels and VOD, increasing views, comments, and +2% videos published• Developed AR Gifting features which grew monetary tips to participating Creators by 60%	
tech lead - FB Live Community Experience	<i>Aug 2022 - Aug 2023</i>
<ul style="list-style-type: none">• lead for team of 13 creating Facebook Live interactive features• Built a system for a set of interactive stickers that overlay on live videos [Patent Pending]• Increased Live creator retention (L28) by 23% for priority cohorts	
tech lead - FB Live Viewer Experience	<i>May 2020 - Aug 2022</i>
<ul style="list-style-type: none">• Led 7 engineers building Facebook Live consumption features• Techcrunch: "Meta rolls out a suite of new features for Facebook Live creators"• Engadget: "Facebook launches an 'Audio' hub in the US"• Grew viewership and interactions for notable verticals (Young Adults and Lifestyle viewers)• Strengthened FB Live's value through features that increased topline FB sessions and MAP• Increased live poll usage by 56% through in-product education, simplified flows, and mobile support	
senior eng - FB Live Discovery / Destination	<i>July 2019 - May 2020</i>
<ul style="list-style-type: none">• Built features to help users find and explore live content on facebook• facebooklive.com: contributed to 20% of global web live watchtime	
Bloomberg L.P.	New York, New York
senior software engineer - Network Surveillance Automation	<i>June 2016 - June 2019</i>
<ul style="list-style-type: none">• Lead Engineer on a fullstack persistent REST key/value store for configuration of network devices.• Ingests data produced by various network teams (~1.5 million POSTs & 15GB / day)• Used by teams across infrastructure through GUI or API (~3 million GETs / day)• Implemented systems to automate network management and monitoring• Developed architecture design and helped enforce SDLC standards across infrastructure• Created a framework to allow NetEng to alarm on state/config of deployed devices• Mentored four junior SWEs and one intern	
software engineering intern - Vault - Financial Data Management	<i>Summer 2015</i>
<ul style="list-style-type: none">• Researched, Tested and Implemented C++ and Java API for an Accumulo DataBase• Used during ingestion to process over a 1 billion cloud stored xml files	
Binghamton University, State University of New York	Binghamton, New York
teaching assistant cs140 - Programming with Objects	<i>Fall 2013 & Spr 2014</i>

Education

Binghamton University, State University of New York	Binghamton, New York
B.S. Computer Science and Mathematics	<i>Sept 2012 - May 2016</i>

Skills

Programming languages: Hack, C++, Python, Java, C#, JavaScript, C, Bash, Perl
Frameworks / Libraries: React, Raylib, Django/Flask, Unity, OpenGL

Personal Projects

Deceit - Best FOSS Hack

BrickHack Spring 2016

Webapp Card Game based on Dixit (the board game). Built with Python, Flask, and Reddit API.

FriendWagon - Best Use of AWS Winner

BrickHack Spring 2015

"Uber for Road Trips". Using NodeJS, Spotify and Twilio API. Hosted on AWS.