

# Gabriel Ochoa

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## Experience

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

## Education

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

## Skills

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

## Personal Projects

<b>Deceit - Best FOSS Hack</b>	BrickHack Spring 2016
Webapp Card Game based on Dixit (the board game). Built with Python, Flask, and Reddit API.	
<b>FriendWagon - Best Use of AWS Winner</b>	BrickHack Spring 2015
"Uber for Road Trips". Using NodeJS, Spotify and Twilio API. Hosted on AWS.	