Gabriel Ochoa

gabeochoa@meta.com • gabeochoa.dev • github.com/gabeochoa • linkedin.com/in/gabemochoa

Experience

Meta   New York, New York
senior eng - FB User Funded Monetization   *Aug 2023 - Present*
- 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   *Aug 2022 - Aug 2023*
- 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   *May 2020 - Aug 2022*
- 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)
- Strengthed 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   *July 2019 - May 2020*
- 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   *June 2016 - June 2019*
- 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 architechture 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   *Summer 2015*
- 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   *Fall 2013 & Spr 2014*

Education

Binghamton University, State University of New York   Binghamton, New York
B.S. Computer Science and Mathematics   *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

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.