

# Gabriel Ochoa

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## Experience

<b>Meta</b>	New York, New York
<b>senior eng - FB User Funded Monetization</b>	<i>Aug 2023 - Present</i>
<ul style="list-style-type: none"><li>Brought polling to Reels and VOD, significantly increasing views and comments for creators</li><li>Developed AR Gifting features which grew tips to participating Creators by 60%</li></ul>	
<b>tech lead - FB Live Community Experience</b>	<i>Aug 2022 - Aug 2023</i>
<ul style="list-style-type: none"><li>lead for team of 13 creating Facebook Live interactive features</li><li>Built a system for a set of interactive stickers that overlay on live videos [Patent]</li><li>Increased Live creator retention (L28) by 23% for priority cohorts</li></ul>	
<b>tech lead - FB Live Viewer Experience</b>	<i>May 2020 - Aug 2022</i>
<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>	<i>July 2019 - May 2020</i>
<ul style="list-style-type: none"><li>Built features to help users find and explore live content on facebook</li><li><b>facebooklive.com:</b> 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>	<i>June 2016 - June 2019</i>
<ul style="list-style-type: none"><li>Lead Engineer on a fullstack persistent REST key/value store for configuration of network devices.</li><li>Ingests 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>Implemented systems to automate network management and monitoring</li><li>Developed architecture design and helped enforce SDLC standards across infrastructure</li><li>Created a framework to allow NetEng to alarm on state/config of deployed devices</li><li>Mentored four junior SWEs and one intern</li></ul>	
<b>software engineering intern - Vault - Financial Data Management</b>	<i>Summer 2015</i>
<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>	<i>Fall 2013 &amp; Spr 2014</i>

## Education

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

## Skills

<b>Programming languages:</b> Hack, C++, Python, Java, C#, JavaScript, C, Bash, Perl
<b>Frameworks / Libraries:</b> React, Django/Flask, Unity, OpenGL
<b>Human Languages:</b> English (Native), Spanish(Elem.), Korean(Elem.), Mandarin Chinese (Beginner)

## Personal Projects

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### **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.