

Gabriel Ochoa

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Experience

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| Meta | New York, New York |
| senior eng - FB User Funded Monetization | <i>Aug 2023 - Present</i> |
| <ul style="list-style-type: none">• Unlocked the ability to create subscriber-only Stories, led to 2x increase in exclusive posts created• 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.• Ingested 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)• Created a framework to allow NetEng to alarm on state/config of deployed devices | |
| 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

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| 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

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