Gabe De Mesa

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Education

Master of Computer Science   January 2023 – December 2024
University of Illinois, Urbana-Champaign

B.S. in Computer Science   September 2018 - December 2021
University of California, Irvine

Work Experience

Senior Software Engineer   May 2025 - Current
OpenAI, San Francisco CA

Contractor role where I am working on model training and evaluation.
- Crafting high-quality prompts and problems in open-source repos for TypeScript and Python
- Writing robust rubrics, prompts and tests to measure and evaluate model performance
- Utilizing Codex, Docker, shell scripts, and Linux to build & deploy training examples for models
- Collaborating with OpenAI researchers and engineers to rapidly iterate and incorporate feedback

Software Engineer II   September 2024 - Current
OpenGov, San Francisco CA

Enabling over 2,000 governments serve their local jurisdictions more effectively and responsibly.
- Working comfortably in React & Vite to build accessible frontend features using Material UI
- Responsible for building PDF and CSV receipt generation for cities with over 500k residents.
- Leveraging AI tools such as Cursor, ChatGPT, and Claude, to accelerate feature delivery times.
- Joined the AI agent task force where I build AI agents and workflows for the entire company

Software Engineer II   October 2022 - May 2024
Bayer, San Francisco CA

Spearheaded a feature-rich web application enabling farmers to enroll over 60,000 acres of farmland into sustainable agriculture leading to over $500,000 of gross profit.
- Led React, Vite, and Material UI efforts to build hundreds of frontend features and components
- Mentored peers and led design reviews on problems like deploying to scale to over 100,000 users
- Piloted developer operations with GitHub and GitLab pipelines resulting in saving over 4 hours a day and reducing over 20 tickets of technical debt in the backlog
- Conducted the effort to orchestrate all API calls through a GraphQL orchestration layer thus reducing memory bottlenecks and response times to under 300ms per request

Software Engineer   June 2021 – October 2022
Bayer, San Francisco CA

Developed the Internal Tools Portal to combine over 100 endpoints and deliver a data dashboard for an experimental fungicide. Enabled customer support agents to reduce customer response times by >80%
- Managed and maintained over 100,000 lines of code for an internal tools-portal
- Designed and facilitated using TypeScript, Cypress, Yarn, Node.js, and over 100+ other deps
- Achieved AWS Cloud Practitioner License and SAFe license with over 100+ hours of training
- Coordinated 100+ instances with AWS & Azure resources with CloudFormation & Terraform
- Developed Java, Maven, Docker, and libraries to handle thousands of requests daily

Technical Skills

- **Programming Languages:** TypeScript, JavaScript, Python, Go, C, C++, Assembly, Java, SQL
- **Software Tools:** Django, Next.js, React, AWS, Git, Linux, Docker, Node.js, GraphQL
- **Cloud Architecture:** API Gateway, ELB, EC2, S3, IaC, DynamoDB, IAM, Serverless Compute
- **Areas of Expertise:** Frontend, Backend, DevOps, SRE, MLOps, AI Engineering
- **Databases:** MySQL, Postgres, Redis, DynamoDB, MongoDB, Cassandra, Redshift