

# Gabriel Ochoa

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## Experience

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- Meta** New York, New York  
May 2020 - Present
- tech lead - FB Live Viewer Experience**
- tech lead for team of 7 building Facebook Live viewerside features
  - **Techcrunch:** "Meta rolls out a suite of new features ... for Facebook Live creators"
  - **Engadget:** "Facebook launches an 'Audio' hub in the US"
- senior swe - FB Live Discovery / Destination** July 2019 - May 2020
- building features to help users find and explore live content on facebook
  - facebooklive.com
- Bloomberg L.P.** New York, New York  
June 2016 - June 2019
- senior software engineer - Network Surveillance Automation**
- 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 architecture 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
  - Participated in on-campus recruiting and conducted interviews
- 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  
Fall 2013 & Spr 2014
- teaching assistant cs140 - Programming with Objects**
- Assisted ~150 students with Java lab assignments
  - Held weekly open office hours and 1-1 personalized tutoring

## Education

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- Binghamton University, State University of New York** Binghamton, New York  
**B.S. Computer Science and Mathematics** Sept 2012 - May 2016

## Skills

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