

Gabriel Ochoa

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Experience

Meta

New York, New York

tech lead - FB Live Community Experience

Aug 2022 - Present

- lead for team of 13 creating Facebook Live interactive features
- Built a system for a set of interactive stickers that overlay on live videos
- 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)
- 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

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 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

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, Django/Flask, Unity, OpenGL

Human Languages: English (Native), Spanish (Elem.), Korean (Elem.), Mandarin Chinese (Beginner)

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.