

Moises Alexander Gama Espinosa

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EDUCATION

University of Washington

Master's Degree in Computer Science & Engineering

Graduating in June 2026

GPA 3.8

ITESM Campus Querétaro

B.A. Computer Systems Engineering

Graduated in May 2019

GPA 3.8

WORK EXPERIENCE

Meta

Seattle, USA

Senior Software Engineer E5

Feb 2026 – Present

- Tech lead in **Social Cards** project, inside **Friends tab**, which aims to leverage genAI to improve social connections inside facebook, using agentic workflows and social graph. Coordinated a team of 6 members and cross-functional partners, implementing a biweekly fast prototyping cadence.

Software Engineer E4

Jan 2024 – Feb 2026

- Original back-end engineer of **Friends tab** project, which aims to bring back original facebook experience. Launched to US/CA. It was highlighted by Tom Allison ([reel](#)) and Mark Zuckerberg ([post](#)).
- Joined **Facebook Feed** experience, where I supported the back-end business logic of the main Facebook surface. It included scope to comments, reactions and reshares. Collaborated with multiple mobile engineers, providing server-side support for their projects.

Microsoft

Sep 2019 – Dec 2023 Redmond, USA

Software Development Engineer II (reached level 62)

Sep 2021 – Dec 2023

- Led the design of a new product for Azure hybrid Virtual Machines, to ensure the requirements for security (certificates and authentication), upgrading, maintainability and reliability. I worked with leads of three different teams to build consensus for the final version.

Software Development Engineer (started at level 59)

Sep 2019 – Aug 2021

- Worked in the "Azure Kubernetes Service on HCI" which automates running containerized applications at scale, on both Windows Server 2019 and 2022 Datacenter. Developed support for Windows worker nodes utilizing Golang (Kubernetes controllers), Python (provisioning tool), and PowerShell (provisioning scripts) on the Microsoft On-premises Cloud stack.

Software Engineer Intern

May 2018 – Aug 2018

- Implemented the initial implementation of the "Store data at the edge with Azure Blob Storage on IoT Edge" project within the High Availability and Storage team. This involved using RockDB key-value database, C# (unmanaged), and C++, leveraging an ASP.NET API and embedded functionalities.

Callpicker (Digitum technologies)

Querétaro, México

Full Stack Software Developer (Part-time)

Sep 2015 – May 2019

- Developed 50+ Back-End features, Front-End, Mobiles apps (Android, iOS) and Voice Core
- Developed a RESTful API for contact management, with concurrency resistant and time optimized

SKILLS

PROGRAMMING LANGUAGES

6 years: C/C++, Python

4 years: PHP/Hack, Java, Golang

3 years: JavaScript

2 years: C#, Ruby, Swift

TECHNOLOGIES

Kubernetes, Windows and Linux Containers, Docker, Containerd, DirectX 11, OpenGL 3.1, XNA, HTML5, CSS3, JQuery, SQL, Git, SVN, CakePHP, Ruby on Rails, Django, Android SDK, iOS SDK, React. Cloud code.