

YELNIL GABO

Software Engineer | Hack/PHP, C++, Python, JavaScript/TypeScript
Seattle, WA | (425) 574-1405 | yelnil@gmail.com | linkedin.com/in/yelnil | yelgabo.com

SUMMARY

Software Engineer with 10 years of experience building full-stack products at Meta, Microsoft, and EA Sports across social commerce, real-time communications, and gaming. Proven track record of driving measurable business impact through performance optimization and cross-functional delivery. Experienced with modern AI-assisted development workflows and scaling systems that serve millions of users.

EXPERIENCE

Meta – Software Engineer, Ad Products – Seattle, WA

Nov 2024 – May 2026

- Architected, built, and shipped end-to-end Promotional Ads features across the whole stack, lifting checkout confirmation by 11%, conversions by 7.1%, and revenue by 3.0%.
- Built the WooCommerce integration for our Email Capture product, unlocking +\$90M in annual addressable revenue across a new merchant platform.
- Shipped ML-driven recommended offers into Ads Manager across the data pipeline and ranking flow, increasing opt-in offer revenue by 5.5%.
- Established Promo Ads Delivery Rate as a team-wide operational metric, building the runbooks, dashboards, and alerting that sustained delivery above 85% in H2 2025.
- Delivered \$460K+ in annual savings and a 22% reduction in pipeline compute cost by profiling and optimizing hot paths across multiple services (Better Engineering Award, Q3 '25; Summer '25 Fixathon winner).

Microsoft – Software Engineer, Call Signaling Team – Vancouver, BC

Jul 2021 – Feb 2024

- Spearheaded design and implementation of calling infrastructure features for Microsoft Teams, serving 300M+ users and improving call connection success.
- Analyzed and visualized API reliability metrics, boosting the reliability of a critical API from 98.7% to 99.9% by identifying and addressing key improvement areas.
- Built a monitoring tool for 2K+ end-to-end tests, halving incident resolution times from 1.5 hours to 15 minutes and improving deployment confidence across the team.

EA Sports – Software Engineer, NHL Team – Vancouver, BC

Sep 2014 – Jul 2021

- Designed, architected, and documented technical designs for the Hockey Ultimate Team game mode.
- Implemented server-side integration of third-party APIs to enable reporting of abusive players, improving the community gaming environment.
- Identified and resolved performance bottlenecks in HUT, optimizing game efficiency and player experience.

SKILLS

Programming Languages: Hack/PHP, Python, JavaScript/TypeScript, C++, Go, Lua

Frontend & Full-Stack: React, Node.js, Next.js, HTML/CSS, RESTful APIs, GraphQL

Backend & Infrastructure: AWS, MySQL, PostgreSQL, Redis, Memcached, Docker, Kubernetes, Microservices Architecture

ML & Data: Machine Learning Pipelines, Data Processing, Performance Optimization, A/B Testing

Development & DevOps: Git, Jenkins, CI/CD Pipelines, Unit Testing, Jest, PyTest, System Monitoring

Tools & Methodologies: Jira, VS Code, Linux, Agile/Scrum, Technical Documentation, Cross-functional Collaboration

EDUCATION

Bachelor of Science in Computer Science

University of British Columbia, Vancouver, BC

2013