

Oculus uses the following third-party entities as sub-processors for the activities listed below:

Sub-Processor	Activity	Location
Amazon Web Services	Cloud infrastructure for hosting of the Oculus platform and data storage and processing	United States
Google Cloud Platform	Cloud infrastructure for data processing	United States
Snowflake	Data storage	United States

Oculus uses the following wholly-owned subsidiary entity as a sub-processor for the activities listed below:

Sub-Processor	Activity	Location
Oculus East Private Limited	Human-in-the-loop (HITL) for data processing and operational and technical support	India