

# Eric Soy Gonzalo

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## 📖 Summary

An operationally-oriented professional who has worked at varying areas for 7+ years across software development and product life-cycles. Delight in blending differing scientific and creative disciplines to produce novel perspectives and outcomes. From organizational blind-spots, built additive processes and guidelines to reduce attention churn for peers to get work accomplished. Enjoy building interpersonal relationships to allow for stronger cross-team collaboration and authenticity.

## 📁 Professional Experience

### Procore Technologies (acquired Honest Buildings Inc.)

New York, NY | Remote

Software Engineer – Performance Engineering

September 2020 – Present

- Defined and led Team's processes and Scrum ceremonies for clearer priority and initiative identification
- Evaluated tooling [*Locust.io*, *Blazemeter*, *Catchpoint*, *New Relic*] for internal performance testing framework
- Authored self-serviceable best practices & specifications to improve education across team domains
- Enabled growth around Performance-inclusive Engineering culture with reformation of internal guild (group)
- Built Electron application to help International Team assess viable geolocations for infrastructure expansion

Co-Lead – Asian Pacific Islander – Employee Resource Group

August 2021 – Present

- Established processes for ERG Leadership Team's regular meeting cadence and operations
- Recruited volunteers for Leadership Team to organically grow membership and build inclusive space
- Spoke for internal organizational panels to educate, empower, and inspire ERG members and attendees
- Planned and defined ERG's FY2023 operational budget (*events, initiatives, swag, outreach, etc*)

Quality Engineer

March 2019 – September 2020

- Implemented Regression Test process for product team to prevent issues from reaching end-user clients
- Established Integration and End-to-End automation suites with Puppeteer, Cypress, and Capybara libraries
- Added test plans into Continuous Integration suite to improve engineering confidence in releases
- Centralized disparate documentation across systems for better education across internal teams

### GreenSlate, LLC (previously Indiepay)

New York, NY

Automation Engineer

June 2016 – March 2019

- Authored Test Flows used across deployment cycles to reduce likelihood of regressions on release
- Documented Application guides and standards for cross-functional teams to lessen confusion during daily use
- Translated manual flows via Selenium automation for QA Team's to save approximately 20+ hours per week
- Facilitated UAT Meetings and created Release Notes for knowledge-share across development and stakeholders
- Orchestrated Teamcity build pipelines to give engineers additional environments to validate code changes

### zen.digital

New York, NY

Software Developer

August 2015 – April 2016

- Designed and built web applications from Clients' requirements (*e-commerce storefronts to artistic works*)
- Created Wordpress plugin to call Backend API to display calendar of events based on client's scheduling
- Created demos using APIs (*from Passport, Twitter, Twilio, and Facebook*) for possible integration into future projects
- Built custom elements using Web Components and Angular 2 to improve user experience on zen.digital website
- Established build processes for projects using gulp, Webpack, & Jenkins for smoother code releases

### Department of Transportation [NYC]

New York, NY

Microcomputing Intern

June 2012 – January 2015

- Built Excel-VBA application that reduced Unit's processing time from 1 week to a day for client-facing documents
- Consulted for department on software-hardware to improve efficiency of teams in the Queens-location Work Yards
- Implemented "Wasp Inventory Tracking" database to track and maintain construction supplies
- Created assets using image editing software for Sidewalk Department to use in correspondence with the public
- Used ESRI ArcGIS mapping software to analyze data and create maps for department to use

## Projects

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### **XeneCraft** – xenecraft.com

2014 – Present

A friendly Minecraft server hosted by a community of friends and family.

- Created official website using Jekyll, Bootstrap, and jQuery as a reference point for server team and players
- Built application to backup and host Minecraft server files to provide a reliable player experience
- Migrated previous instance of server across Minecraft hosting providers host for smoother game-play experience
- Managed monthly operations of Minecraft Server, from major/incremental version updates, Bukkit plugins, to players

## Technical Skill & Tooling

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**Proficient:** HTML, CSS (*Sass, Less, Bootstrap*), Javascript (*Node.js, jQuery, Angular.js*), Git, Selenium, Synthetic Monitoring, Google Lighthouse, New Relic, Splunk

**Knowledgeable:** SQL, Cypress, k6, UML, AWS EC2, Windows, Unix, macOS, Android, iOS

**Familiarity:** Typescript, NoSQL, Ruby, CI/CD, Mandrill, Docker, Snowflake

**Software:** Adobe Photoshop, Vegas Pro, Google Workspace, Microsoft Office Suite, Atlassian Suite (Jira, Confluence), Postman, CMS (Wordpress, Wix), Figma, Lucid

## Education & Certifications

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### **Fullstack Academy of Code**

Web Development Course with focus on the MEAN Stack [*MongoDB, Express, Angular.js, Node.js*]

New York, NY  
2015

### **CUNY Bernard M. Baruch College**

Bachelors for Business Administration

New York, NY  
2010 – 2014

**Major:** Computer Information Systems | **Minor:** Japanese & Entrepreneurship

**Honors:** Dean's Scholar at Baruch College, Max Brenner Scholarship for Accounting

### **Microsoft C# Web Programming with SQL Server 2008 Database Training Class**

CUNY IT Specialists Internship Program

2013

## Interests & Hobbies

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Starcraft, Game Development, Audio Engineering, 日本語/Japanese, Sewing, Swimming, Martial Arts, Automotive Engineering and HPDEs, InfoSec, DevOps, Web 3.0