Eric Soy Gonzalo

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💼 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 quicker priority and initiative identification
- Evaluated available open-source/vendor tooling for foundation of internal Performance Testing Framework
- Facilitated internal engagements to improve tooling adoption for increased confidence of code deployments
- Wrote Self-serviceable Best Practices & Guidelines to reduce team's attention churn and identify thematic problems
- Enabled growth around Performance-inclusive Engineering culture by assisting in reformation of internal guild

Co-Lead – Asian Pacific Islander – Employee Resource Group August 2021 – Present

- Established processes for ERG Leadership Team's regular cadence and operations
- Recruited internal 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 operation Budget details (*events, initiatives, swag, outreach, etc*)

Quality Engineer March 2019 – September 2020

- Implemented Regression Tests for client-facing product features to prevent issues in deployment cycles
- 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 easier reference by members of internal teams
- Developed and improved processes around Testing and Automation to improve code quality and deployment

GreenSlate, LLC (previously Indiepay) New York, NY

QA Engineer June 2016 – March 2019

- Built and maintained Test Flows used for each deployment cycle to reduce likelihood of regressions on release
- Documented areas of the Application and Standards for cross-functional teams, to lessen confusion during daily usage
- Translated Selenium automation flows to save hours of QA Team's time spent doing manual testing
- Facilitated UAT Meetings and created Release Notes for knowledge-share between development and stakeholders
- Contributed to code base ensuring smoother testing by Developer, Design, Customer Success, and Operations Teams

zen.digital New York, NY

Software Developer August 2015 – April 2016

- Designed and built web applications according to Clients' requirements from e-commerce storefronts to artistic works
- Created Wordpress plugin to call back-end API to display calendar of events based on client's business schedule
- Created demos using APIs (*like 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 internal projects using gulp, webpack, Jenkins for smoother code releases

Department of Transportation [NYC] New York, NY

Microcomputing Intern June 2012 – January 2015

- Reduced processing time by 200% for client-facing documents for Unit from creation of Excel-VBA applications
- 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 visual media 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

Blue Tower – Valley Infonet Benguet, Philippines

P.C. Café Technician & General Clerk June 2011 – July 2011

- Assisted customers in resolving issues from software (*ex. MS Office Suite*) to complete their assigned projects
- Maintained malfunctioning computers and parts to ensure efficiency and consistent operation of shop
- Handled monetary transactions between business and customers for continued revenue and operation

Projects

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 and Tooling

Proficient: HTML, CSS (*Sass, Less, Bootstrap*), Javascript (*Node.js, jQuery, Angular.js*) Git, Wordpress, Selenium, Synthetic Monitoring, Google Lighthouse, New Relic Monitoring
Knowledgeable: SQL, k6, UML, AWS EC2, Windows, Unix, macOS, Android, iOS
Familiarity: Typescript, NoSQL, Ruby, C#, CI/CD, Mandrill, Cypress, Docker, Snowflake

Software: Adobe Photoshop, Vegas Pro, Google Workspace, Microsoft Office Suite, Atlassian Suite (Jira, Confluence), Postman

Education and Certifications

Fullstack Academy of Code   New York, NY
Web Development Course with focus on the MEAN Stack [*MongoDB, Express, Angular.js, Node.js*]   2015

CUNY Bernard M. Baruch College   New York, NY
Bachelors for Business Administration   2010 – 2014
Major: Computer Information Systems | **Minor:** Japanese and Entrepreneurship
Honors: Dean's Scholar at Baruch College, Max Brenner Scholarship for Accounting

Microsoft C# Web Programming with SQL Server 2008 Database Training Class   2013
CUNY IT Specialists Internship Program

Interests and Hobbies

Audio Engineering, 日本語/Japanese, Swimming, Sewing, Martial Arts, Game Development, Starcraft, Etymology, Motorsport (HPDE) and Automotive Engineering, Information Security, DevOps, Web 3.0