

Erick Gonzalez

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EDUCATION

University of Florida
Bachelor of Science in Computer Science

Gainesville, FL
August 2018 – December 2022

EXPERIENCE

Walmart

Software Engineer II

February 2023 – Current

Sunnyvale, CA

- Developed search experiences and chatbots for internal and external users at Walmart (many from scratch).
- Built integrations with modern Artificial Intelligence products such as Yext, Microsoft / OpenAI's ChatGPT, and Google's Vertex AI and collaborated with teams at each of those companies to build my search products.
- Developed and maintained robust, large-scale infrastructures that support upwards of 20,000 searches per minute during peak hours.
- Earned the Rookie of the Year award and was made Lead Engineer after only 1 year by consistently leading projects and presentations as well as mentoring and collaborating with others.

Meta (formerly Facebook)

Software Engineer Intern

May 2022 – August 2022

Menlo Park, CA

- Created scalable system for financial web application to efficiently keep track of changes made by users and allow users to revert them, used by Facebook employees and clients / partners.
- Designed and made UI for the system, including side-panel with change-history.
- Reduced storage needs by deleting information that was rendered obsolete by my new system.
- Developed dozens of automatic tests for the new system. Created inheritable testing interfaces / traits for reusability for any new features added to the system.

PROJECTS

Gator Security Fundamentals (Web App)

- Created a web app with interactive games to teach students about cyber security topics which is now used in introductory programming courses at the University of Florida.

erick.codes

- Created personal site to display personal project demos

erick.codes/ufc

- Developed tool that parses through UFC fight stats
- Teaches users about searching algorithms while they look up their favorite MMA fighter

erick.codes/pokemon

- Created web app that connects to public API for Pokemon data so users can visually plan out Pokemon team
- Implemented searching and filtering by several data points

Havoc in the Solar System (Video Game)

- Developed a video game using C# and Unity API (available on personal site)
- Wrote scripts for game mechanics (movement, interaction, physics), made artwork / UI as well

LEADERSHIP AND INVOLVEMENT

Tech Coordinator - GatorTech University Club

- Held weekly presentations, demos, and discussions for hundreds of students interested in Computer Science / tech
- Communicated technical concepts to people of many technical backgrounds (engineering, business, sciences, etc.)

TECHNICAL SKILLS

Languages: Primary: Python, Java, JavaScript / HTML / CSS | **Secondary:** PHP, SQL, C#, C++

Frameworks / Libraries: React, Node.js, Adobe Experience Manager, Apache Sling, Express, Mongoose, Hack, Bootstrap, Google Maps API, Unity API (2D, 3D, AR / VR), Ent / Entity Framework, Jest, JUnit

Developer Tools: Git / Github, Mercurial, CircleCI, Visual Studio, IntelliJ, Eclipse, Kibana, Cerebro, Dynatrace

Certificates / Certifications: CodePath - Cybersecurity. Working on Microsoft - Azure AI Engineer Associate