

# ENRIQUE GONZALEZ

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## WORK EXPERIENCE

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### Senior Software Engineer

GitHub | Aug 2018 – Present

- Led engineering and release for Copilot Memory across individual, Business, and Enterprise tiers, owning user controls, backend services, telemetry, staged rollout, and operational readiness to ship a production-quality memory product for millions of Copilot users.
- Delivered core full-stack systems for the launch of Copilot on GitHub.com, building initial UI and backend foundations that brought Copilot Chat into GitHub's web platform.
- Built core agent runtime and frontend product experiences for GitHub Spark, spanning app generation, sandboxed execution, integrated storage, deployment, and AI capability hooks for interactive applications.
- Built user-authorized GitHub retrieval and web search tools for Copilot, grounding responses beyond code-only context while navigating authentication, authorization, prompt-injection, token budget, and security review constraints.
- Integrated MCP into Copilot Chat's backend and GitHub.com UI, supporting server management, policy controls, tool discovery/injection, and evolving protocol transports such as streamable HTTP.
- Earlier GitHub work included GitHub Sponsors, GitHub Marketplace, and user engagement systems, building Rails/GraphQL product surfaces and backend services for maintainer monetization, marketplace discovery, onboarding, and growth.

### Senior Software Engineer

Skookum | Nov 2014 – Aug 2018

- Built full-stack products across consulting engagements for clients in commerce, finance, advertising, and internal innovation labs, moving between Rails, Node.js, Go, React, GraphQL, Docker, and AWS as product needs changed.
- Embedded in a bank's creative studio/lab to help start up engineering delivery, define team processes, and prototype new product experiences; also designed service-based architecture for a high-throughput e-commerce platform.

### Software Engineer

KYCK | Nov 2013 – Nov 2014

- Built and scaled a Rails product for youth soccer leagues, supporting high-traffic league workflows, responsive web interfaces, and early service decomposition from a monolith.

### Computer Science Instructor

University of North Carolina at Charlotte | Aug 2009 – May 2012

- Taught labs and mentored students in algorithms, data structures, and software engineering fundamentals.

*Hola World! Senior software engineer building AI product infrastructure and developer tools at scale.*

## SKILLS

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### AI & Agent Systems

LLM product development, tool calling, MCP, memory/context systems, retrieval/RAG, agent observability

### Languages

TypeScript, JavaScript, Go, Ruby, SQL

### Frontend

React, Next.js, HTML/CSS, frontend testing

### Backend & Data

Ruby on Rails, Node.js, REST/GraphQL APIs, PostgreSQL, Redis, Elasticsearch

### Production & Developer Tools

Feature flags, Datadog, Sentry, Splunk, GitHub Actions, CI/CD, Docker

## EDUCATION

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### M.S., Computer Science

Georgia Institute of Technology

2016 – 2019

*Specialization: Machine Learning*

### B.S., Computer Science · B.S.B.A., International Business

University of North Carolina at Charlotte

2009 – 2012

*Dual Degree, Magna Cum Laude*

## IN THE WILD

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### Kronk — Personal AI Assistant

Built a local AI assistant in Go and React with persistent memory, session search, scheduled tasks, GitHub automation, browser automation, and project-aware coding workflows; dogfooded daily for engineering research, journaling, code review, and project automation.

### claude-mux — Parallel Claude Code Runner

[github.com/enriikke/claude-mux](https://github.com/enriikke/claude-mux)

Built an open-source Go CLI for running parallel Claude Code sessions in isolated git worktrees, enabling multiple agents to explore, implement, or review changes without conflicting in the same checkout.

### Software Engineering Mentor

CareerFoundry | 2022 – 2025

Mentor early-career engineers through full-stack software engineering projects, code reviews, debugging, and career development.

### Technical Editor

Rails Novice to Ninja, 3rd Edition | 2016

Technical editor for a published Ruby on Rails programming book.