[Portfolio](#) - Elijah Gaytan - [Email](#)

EDUCATION

Texas State University, B.S Computer Science,   August 2018-June 2020
Cum Laude, **C.S GPA: 3.7**
University of Texas at Austin, B.A Philosophy   August 2013-Dec 2017

EXPERIENCE

PNC
Software Engineer   October 2020 -
- Develop internal tooling for managing day-to-day server operations using Python, MySQL, Redis, VueJS, and Quasar, allowing our teams to painlessly manage and oversee all servers across the bank
- Deploy and manage applications on RHEL servers

Texas State Virtual Reality Lab
Software Engineer   October 2018-May 2019
- Designed and implemented a virtual reality training simulation in Unity3D/C# to help train new EMS recruits in Austin, leading to a faster comprehension rate of 47% compared to the non-VR group
- Developed an extensive gesture recognition framework for the Oculus Rift SDK that tracks player hand movement

Hello World
Software Engineering Instructor   July 2019-July 2019
- Educated a class of over 20 high school students on the fundamentals of game development in Unity and programming in C#

Texas State
Teaching Assistant - Data Structures and Algorithms   July 2019-August 2019
- Analyzed Data Structures assignments in C++ for over 50 students on fundamental concepts such as arrays, sets, linked lists, binary trees, and hash tables

PROJECTS I'VE WORKED ON

Valhalla Marketplace ([GitHub](#))
- Constructed a web shop application using MongoDB, Express.js, Node.js, and React to help clients display and sell merchandise via Paypal

Re:Buried - 2019 UT EGaDS Hackathon ([GitHub](#))
- Worked in **C#** with a team of six to develop a mixed reality shoot-em up game for the Magic Leap headset
- Implemented flock behavior AI for enemy ghosts, and worked on the enemy spawning system

Memento - 2019 Global Game Jam Hackathon ([GitHub](#))
- Created a 2D platformer with a team of six in Unity/C# that won **2nd place**, where my responsibilities include coding the character controller, collectable system, as well as level design

AWARDS

2019 Texas State CS Hackathon - 1st place *([GitHub](#))*   May 2019
2019 Austin Global Game Jam - 2nd place *([GitHub](#))*   January 2019

SKILLS

Languages: JavaScript, Python, C#, Java, HTML/CSS
Frameworks / Library: React, VueJS, Redux, Redis, MySQL, PostGresSQL, MongoDB, Express.js, FastAPI
Ohers: Linux Administration, Postman, zsh, Git