

Elijah Gaytan

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EDUCATION

Texas State University, San Marcos, TX
Bachelor of Science in Computer Science
GPA: 3.5

July 2020

University of Texas, Austin, TX
Bachelor of Arts in Philosophy

December 2017

EXPERIENCE

PNC November 2020 - Present
Software Engineer

- Designed a backend system using FastAPI and MySQL that automates the creation and submission of ServiceNow Change Requests, saving the time of over 50 developers across our entire department
- Developed asynchronous tasks using Celery and Kafka that tracks the status of processes on linux servers, and logs them into a MySQL and Redis Graph Database, allowing my team a clear and transparent view of interactions with our infrastructure
- Architected a node.js application that allows users to painlessly query application logs throughout the entire bank; this allowed our users transparent access to all logs without knowing the Humio query language
- Assisted with the development of a JWT authentication microservice that checks for proper credentials and privileges via LDAP
- Refactored a python FastAPI application using a microservice architecture style, significantly reducing the size and complexity of our overall codebase

Hello World Intermittent
Software Engineering Instructor

- Educated a class of over 20 high school students on the fundamentals of game development in Unity and programming in C#

Texas State University VR Lab, San Marcos, TX October 2018 - March 2019
Software Engineer

- 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

GAMES I'VE WORKED ON

2021 Global Game Jam - Warm Bodies, Austin, TX
• 3D action-rpg where the player must restore warmth to a frozen world. Created in Unity. Won Best Tech award

2019 Global Game Jam - Memento, Austin, TX
• 2D story-based platformer completed in two days. Won second place at the Austin Global Jam

2019 UT Hackathon - reBuried, Austin, TX
• Augmented Reality shoot-em up game created in Unity, using the Magic Leap Headset

SKILLS

Languages: Python, Javascript, TypeScript, C#

Databases: MongoDB, MySQL, Postgres, Redis

Frameworks: FastAPI, Express.JS, Vue.JS, React

Other: Humio, ServiceNow, Celery, Kafka