

Elijah Gaytan

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EDUCATION

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

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, MySQL and Jinja that automates the creation and submission of ServiceNow Change Requests. This saved time and cut back on paperwork for over 30 developers across our entire team.
- Created an Express.js and MongoDB application that allows users to painlessly query application logs throughout the entire bank via LogSource API. This allowed our users transparent access to all logs without knowing the vendor query language, and saved our users tens of hours of onboarding.
- Developed and maintained a Python FastAPI and MySQL application with hundreds of daily users that automates the creation of synthetic monitoring via Dynatrace. This allowed our users to painlessly set up monitoring without knowing Dynatrace.
- Worked on internal tooling software that simplified the management of Websphere and Apache nodes, such as starting and stopping services, as well as rollbacks. I worked with Vue.js and Quasar on the frontend, Python, FastAPI and Redis DB on the backend, as well as Kafka and Celery for distributed processing.

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 PUBLISHED

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#

Frameworks: React, Express, Vue, FastAPI, Django, Flask