

Daniel Bautista

Software Developer

<https://github.com/guam68> | <https://danielbautista.me>

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Skills

- Python 3.7
- Django 2.2
- PostgreSQL 11
- JavaScript
- HTML5
- CSS3
- Version Control

Projects

Django-Survey (Pull #43) [2019]

- Fixed Issue #31 by redirecting user after published state of survey was found to be false
- Added unit tests to check for proper redirect and message issuance

KeyForge Deck Analysis [2019]

- Designed and built website using the KeyForge card game API using Python/Django/Postgres and JavaScript/HTML/CSS
- Used D3.js to create charts for card distributions and force diagrams to show deck relationships

SW Destiny Explorer [2019]

- Created command-line interface that accesses a database of cards to calculate character pairings, find card information, and grab card images from a CDN

Job Experience

Aviation Mechanic - US Navy [2012–2018]

- Led team of four to complete six major phase inspections. Acting as lead mechanic, was responsible for the organization, plan of action, and execution of shop's phase inspection requirements.
- Trained four Collateral Duty Inspector Quality Assurance Representatives, six Collateral Duty Inspectors, and two Vibration Analysis Technicians, doubling the amount of qualified mechanics in the power plant shop.
- Chosen to lead the mech shop through the initial six months of the squadron's 2017 stand up deployment. Acted as night check supervisor and one of two CDQARs for the shop. Responsible for the completion of 514 maintenance actions, accruing 976.5 man-hours and resulting in over 700 mishap free flight hours.

Education

Certificate of Completion - Python Based Developer Bootcamp [2018–2019]
PDX Code Guild - Portland, OR

B.S. - Mechanical & Manufacturing Engineering Technology [2008–2012]
Texas A&M University - College Station, TX