

# Daniel Bautista

Self-driven software developer eager for an opportunity to apply knowledge to solve business problems in a team environment



Portland, OR



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<https://github.com/guam68>



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## Skills

- Python 3.7
- Django 2.1+
- PostgreSQL
- JavaScript
- HTML5
- CSS3
- Version Control

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## Experience

### PDX Code Guild Capstone Project

2019

- Designed and built website using the KeyForge card game API
- Used D3.js to create charts for card distributions and force diagrams to show deck relationships

### Aviation Mechanic

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.

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## Education

### PDX Code Guild

2019

### Texas A&M University

2012

B.S. in Mechanical and Manufacturing Engineering Technology