

Daniel Bautista

Software Developer

<https://github.com/guam68>

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Skills

- Python 3.7
- Django 2.2
- PostgreSQL 11
- Java 8
- Version Control
- CSS3
- JavaScript
- HTML5

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 proxy dice, 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.
- As supervisor and CDQAR, led mech shop through the initial six months of the squadron's 2017 stand up deployment. Responsible for the completion of 514 maintenance actions, accruing 976.5 man-hours and resulting in over 700 mishap free flight hours.

Education / Training

- Full-Stack Java Developer Bootcamp [July - Current]
Skill Distillery - Denver, CO
- Oracle Certified Associate, Java SE 8 Programmer [August 2019]
- 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