

# Elijah Gaytan

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## EDUCATION

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**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

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### McCormick

Software Engineer (Contract)

February 2025 - Present

- Partnered with McCormick's Data Science team to lead development of a secure internal AI chat platform enabling employees to interact with a proprietary LLM, similar to ChatGPT
- Led all frontend architecture and implementation using Cursor, TanStack Router, Tailwind CSS v4, and React 19, resulting in a responsive and accessible user experience
- Designed a custom JWT-based authentication microservice leveraging Microsoft Identity Platform for secure access and refresh token handling
- Engineered a threaded chat system integrating with multiple third-party LLM APIs including LangChain, Azure OpenAI, and Google Imagen to support multimodal and contextual interactions
- Collaborate with DevOps to manage Azure-based deployments; integrated Blob Storage, Azure Front Door, and other services to support scalable, secure infrastructure

### Lococoder Labs

May 2024 - Present

*Freelance Software Engineer*

- Top-rated freelancer on Upwork with 10+ 5-star reviews and \$20K+ in revenue generated from custom software projects
- Architect and develop full-stack MVPs for clients across industries using TypeScript, React, Next.js, FastAPI, PostgreSQL, Supabase, Docker, OpenAI APIs and Cursor
- Independently own the entire software development lifecycle—from discovery and system design to implementation, deployment, and client training
- Drive strong client outcomes by maintaining transparent communication, aligning technical execution with business goals

### Colorfull - Early-stage B2C catering startup based in Austin, TX

Software Engineer (Contract)

October 2024- May 2025

- Collaborated directly with the CEO and CTO to spearhead end-to-end feature development in a fast-paced startup environment
- Built scalable features using a modern stack: Cursor, Next.js, TypeScript, FastAPI, Firebase, Google Cloud Run and Vercel; integrated with third-party platforms including Stripe and Otter
- Developed a vector search engine using Pinecone to enable semantic and keyword-based food item search, improving user discovery experience
- Introduced Redis-based caching to reduce API response times and enhance system performance
- Designed and implemented a customer feedback system with weekly digest emails to restaurants, closing the loop between user experience and vendor improvement
- Redesigned frontend components to better follow UI/UX design principles and be mobile responsive
- Overhauled UI components for mobile responsiveness and adherence to modern UX best practices using Tailwind, ShadCN, Aceternity and Framer Motion

- Led security efforts by implementing RBAC authentication middleware using Clerk and JWTs, strengthening platform access control

## **PNC**

November 2020 - May 2024

### *Software Engineer*

- Collaborated with PNC's SRE team to design and build internal tooling that automated and accelerated key infrastructure workflows, reducing manual intervention
- Designed and deployed a backend system using FastAPI, MySQL, and Jinja to automate ServiceNow Change Requests, reducing manual work for 30+ developers across the org
- Built the backend for a centralized log query platform using Express.js, MongoDB, and the Humio API, enabling engineers to search logs without vendor-specific syntax—cutting onboarding time by dozens of hours
- Maintained and led backend development for a FastAPI/MySQL application with hundreds of daily users to automate synthetic monitoring in Dynatrace, dramatically simplifying infra observability setup
- Engineered internal tooling for WebSphere/Apache node management using Vue.js (Quasar) and FastAPI; introduced Kafka and Celery-based event-driven architecture for scalable background processing

## **Texas State 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