Elijah Gaytan

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EDUCATION

Texas State University, San Marcos, TX   *July 2020*
Bachelor of Science in Computer Science

University of Texas, Austin, TX   *December 2017*
Bachelor of Arts in Philosophy

EXPERIENCE

Colorfull

Software Engineer   **Current**

- Lead full-stack development of a B2B food delivery platform using Next.js, TypeScript, FastAPI, Firestore, and Google Cloud
- Architect and implement new features while maintaining existing codebase, focusing on scalability and performance
- Design and develop responsive React components with emphasis on optimal user experience and accessibility
- Gather and implement customer feedback to drive product improvements and feature development
- Collaborate with stakeholders to redesign UI/UX components, improving user engagement and satisfaction

Primo Softworks   May 2024 -

Freelance Software Engineer

- Successfully delivered end-to-end AI solutions for multiple clients, specializing in custom full-stack development from concept to deployment
- Maintained clear communication channels and established strong client relationships throughout project lifecycles

PNC   November 2020 - May 2024

Software Engineer

- Designed a backend system using FastAPI, MySQL, and Jinja that automates creating and submitting 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, and Kafka and Celery for distributed processing.
- Set up automated testing for CI/CD via Pytest and Jenkins

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