Elijah Gaytan

elijahgaytan@lococoder.com | lococoder.com | LinkedIn

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

McCormick & Company
Full-Stack Software Engineer (Contract)   February 2025 - Present
- Led development of custom internal AI platform enabling McCormick employees to generate AI-powered responses and images in a secure enterprise environment.
- Integrated Azure OpenAI and LangChain to support dynamic multi-turn conversations, tool calling, and image generation within Azure cloud
- Engineered a modern, performant frontend using React, TypeScript, Tailwind CSS, and TanStack tools (Query & Router), and various libraries such as React Markdown and KaTeX to handle markdown formatting
- Built a robust backend with FastAPI and Azure services, supporting secure authentication via Azure AD, file handling, and usage tracking

Lococoder Labs   May 2024 - Present
Freelance Software Engineer
- Top Rated Plus & Expert Vetted – Upwork (Top 1% of freelancers globally)
- Developed 10+ custom web applications for startups and SMBs in fintech and education
- Built an internal AI chat platform for McCormick & Company leveraging React, Langchain, FastAPI, and Cosmos DB
- Led technical discovery and scoped requirements for MVPs with budgets from $5k to $50k
- Independently own the entire software development lifecycle—from discovery and system design to implementation, deployment, and client training

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 - Intern
- 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