

Elijah Gaytan

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EDUCATION

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

PNC November 2020 - Present
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.
- Implemented 80% unit test coverage of Python codebases using pytest. I also consulted with your QA lead to ensure proper integration testing was performed before releases.

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

Hello World July 2019 -
Software Engineering Instructor

- In my free time, I participate in extracurricular education for preteens, where I educate them on the fundamentals of game development in Unity and programming in C#

SKILLS

Languages: Python, Javascript, TypeScript, C#, Java

Frameworks: React, Express, Vue, FastAPI, Django, Flask, Next.js, AdonisJS