

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

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

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

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

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