

Steven Baughman

steve@iworkinprogress.com | 206-529-7156 | Louisville, KY

Technical Skills

Swift | Objective-C | React | React Native | JavaScript | CSS | HTML
Photoshop | Sketch | Illustrator | After Effects

Experience

Senior Engineer | [Simple Health](#) (NYC) | *October 2017 – Present*

- Worked with React and React Native to build telemedicine applications that empowered patients to renew contact lens prescriptions with an interactive video exam.
- Streamlined onboarding and checkout flow which doubled order placed conversion rates.
- Identified UX issues and used metric-backed A/B tests to improve web and app products.

Senior iOS Engineer | [Black Pixel](#) (Seattle) | *November 2016 – September 2017*

- Collaborated with a large remote team to build an iOS and Apple TV app for a Fortune 500 technology client with an extension functional spec and QA process.
- Worked in a small team to build the company's flagship product Kaleidoscope 2 — the best way to compare text files, images, and folders on iPad. All code was written exclusively in Swift 3.0, aided by peer review and Agile methodologies.

Mobile Engineer | [Breezeworks](#) (SF) | *February 2014 – October 2016*

- Lead iOS Engineer for app that helps on-site service professionals schedule appointments, manage customer databases, create estimates and invoices, and collect payments.
- Expanded upon existing Objective-C codebase, led an interface redesign, and overhauled codebase for Swift 3.0. Coordinated with designers and other engineers to grow the functionality, improve existing features, squash bugs, and improve performance.
- Wrote Javascript, CSS, and HTML for the web application using AngularJS framework.

Co-founder | [Printzel](#) (NYC) | *October 2012 – February 2014*

- Architected and developed the Printzel SDK — an Objective-C framework for implementing the Printzel API which allowed developers to sell photo products from within their software.
- Created iOS app that showcased the SDK and empowered customers to create photo books.
- Created FLIP & BLEND, apps for iPhone that showcased the flexibility of the Printzel SDK.

Associate Tech Director | [Tender Creative](#) (NYC) | *September 2010 – October 2012*

- Responsible for technical oversight for an interactive digital agency.
- Outlined technical opportunities and risks during strategy phase.
- Created development timelines and budgets.
- Worked with designers to maintain technical feasibility and efficiency.
- Managed and participated in development and led internal / client QA.
- Communicated directly with external development teams before, during, and after each project.

Professor | Parsons the New School of Design (NYC) | *September 2007 – May 2011*

- *Mobile Media* — Examined design and development practices for mobile devices, focusing on the iOS platform. Instructed students on basics of Objective-C, UIKit, Javascript, and HTML in order to prototype their app concepts.
- *Creativity & Computation* — Led studio course to introduce incoming MFA students to programming and how code is used by designers.

Head of Online Development | Poptank (LA) | *May 2009 – September 2010*

- Lead Developer for team that built a social network for a video game that instructed users to play a real guitar.
- Assisted with design and development of PC & MAC game software.

Creative Developer | Tender Creative (NYC) | *May 2007 – May 2009*

- Partnered with Creative Directors to find technical solutions for realizing concepts.
- Advised on interactive, motion, and development challenges.
- Wrote a lot of code (AS3, CSS, HTML, PHP).

Client Experience

Apple | MAC Cosmetics | Panasonic | Adobe | Rolex | Akamai | MoMA | Fontainebleau
The Sundance Channel | The American Museum of Natural History | Michel Gondry
Palm Pictures | National Geographic Films | Hyperakt | VSA Partners | Pentagram

Education

Parsons the New School of Design | MFA Design & Technology | *2005 – 2007*
3.9 GPA | Merit Scholarships

Glasgow School of Art | Studio Residency | *2003*
Traveled to St. Petersburg to study WWII propaganda art

Cornish College of the Arts | BFA Graphic Design | *2001 – 2005*
Merit Scholarships

Select Honors

Friends of eBay | Printzel | Incubator | *2013*
Best Mashup and 2nd Overall | Work+ | NYC Big Apps | *2012*
IMA Outstanding Achievement Award | Isabella Gardner Museum | *2011*
Webby Award | People's Voice | MAC Cosmetics | *2009*
Fabrica | Summer Residency | *2009*
Peer Reviewer | Information, Communication & Society (iCS) | *2008*
Promax | Gold, Silver Awards | *2007*
Adobe | Design Achievement Award Finalist | *2006*