Steven Baughman

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Technical Skills

JavaScript | CSS | HTML | GraphQL | MySQL | Swift | Objective-C
Next.js | React | React Native | Flow | Cypress | GitHub Actions

Experience

Senior Engineer III | SimpleHealth (NYC) | October 2017 – Present
- Lead migration to Next.js to improve performance and increase developer productivity.
- Increased reliability of product by introducing and maintaining Cypress, an E2E testing suite.
- Wrote technical specs for large projects to gain buy-in from product and technology teams.
- Redesigned onboarding flows to support multiple types of prescriptions and OTC products.
- Mentored and onboarded new engineers. Interviewed candidates for senior engineer roles.
- Worked with React and React Native to build apps that empowered patients to order birth control and renew contact lenses.
- Identified UX issues and used metric-backed A/B tests to improve applications.

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 extensive 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.

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*