

Nick Baughman

Software Engineer

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PROJECTS

Reorder [Source Code](#) | Demo

Reorder is a web application used to create order requests, used to help with tracking and ordering inventory using mobile devices, hosted online using Heroku.

React, Redux, Ruby on Rails API, PostgreSQL, Heroku, React Bootstrap

Where Did You Eat [Source Code](#) | Demo

Where Did You Eat is an application that helps a user keep track of the restaurants they've visited with help from Yelp's API. Features Google OmniAuth user authentication.

Ruby on Rails, SQLite3, ActiveRecord, OmniAuth, MVC, REST API

FFL [Source Code](#) | Demo

FFL is a Fantasy Football League management website built using Sinatra following the MVC design pattern for web applications.

Ruby, Sinatra, Nokogiri, HTML, Bootstrap CSS, SQLite3

WORK EXPERIENCE

Freelance Web Development

JANUARY 2020 - PRESENT

Created websites for various clients. Delivered projects based on stakeholder design specifications. Utilized minimal tooling to meet requirements and deploy projects in an efficient manner. Portfolio examples available on request.

Union Square Hospitality Group, Bartender - New York, NY

JUNE 2019 - MARCH 2020

Organized and streamlined systems resulting in increased efficiency leading to regularly exceed sales projections, trained and educated bar and dining room teams, recruited talented new members to bar team

Marliave, Manager - Boston, MA

JUNE 2011 - DECEMBER 2018

Promoted from server to bartender to espresso bar manager. Managed opening and operation of new espresso bar, implemented systems for daily operations, training programs

SKILLS

JavaScript (ES6) - Ruby - Ruby on Rails - React.js - Redux - SQL - GraphQL - PostgreSQL - Gatsby.js - Node.js - HTML5 - CSS3 - REST API - NPM - MVC - OOP - Git - TDD

EDUCATION

Flatiron School, Online
Software Engineering
June 2019 - November 2019

Louisiana State University
Political Science
2002 - 2006
Relevant coursework in
Computer Science and
Computer Engineering