

## RESUME

Randall J Gohmann

(Software Engineer)

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<https://github.com/rgohma2>

## TECHNOLOGIES

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- HTML, CSS, Javascript, JQuery, Node JS, Express, MongoDB, React, Flask, SQL, Python, Postgres

## EDUCATION

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**General Assembly** (Chicago, IL)

*Software Engineering Immersive Fellow(Dec 2019- March 2020)*

- Completed 12 week, immersive software engineering program which consisted of 500+ hours of working with leading languages and technologies to develop back-end, front-end, and full stack applications.
  - Project 1: *Speed* <https://rgohma2.github.io/Project-1-Speed/>
    - Speed is a virtual modeling of the classic 2-player competitive card game. It was built with HTML, CSS, Javascript, and JQuery.
  - Project 2: *Neighborlie* <https://neighborlie.herokuapp.com/>
    - Neighborlie is a social media and property management app that allows fellow tenants and their landlord to connect and create a community.

## PROFESSIONAL EXPERIENCE

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**Pleasant House Bakery** (Chicago, IL)

*Baker (May 2017- March 2018)*

- Bakery that specializes in stone-ground, naturally-leavened sourdough bread baked in a wood fire oven.
- Job entails:
  - Mixing, shaping, and baking various breads and pastries for wholesale clients everyday and for weekend farmers' markets.
  - Preparing lunch for tenants of The Plant Chicago every Tuesday and Thursday, as well as preparing food items for Bubbly Dynamics' meetings.

**The Warbler/Gather** (Chicago, IL)

*Head Baker (April 2018- July 2019)*

- Gather and its sister restaurant The Warbler are New-American themed restaurants located in Lincoln Square.
- Job entails:
  - Working with head chef to develop and implement new recipes, as well as instructing Sous Baker on tasks involving mixing, shaping, and baking doughs.
  - Preparing breads and pastries on a daily basis to be used for restaurant service in the evening.

## ADDITIONAL SKILLS

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- Intuitive, creative, self-motivated, articulate, team-player