Richard Stoneback

Desktop, Web, and Mobile app developer rwstoneback.github.io
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WORK EXPERIENCE

Software Engineer II, Dealer.com (Cox Automotive) - 2019 to present - Burlington, VT

- Work on a team that develops and maintains a streaming pipeline for collection of car website user interaction data, which is used by thousands of websites, including Autotrader and KBB.
- → Converted Elastic Beanstalk applications to Kafka streaming jobs.
- → Implemented Terraform to implement our Kubernetes system, resources for our Kafka cluster, as well as analytics dashboards and alerts.

Staff Software Engineer, LORD Sensing - 2008 to 2019 - Williston, VT

- → Lead developer on MSCL, an open source, cross-platform library that makes it simple to communicate with LORD sensors. Written in C++ and wrapped for Python and .NET. Includes NaturalDocs documentation, and Boost unit tests. Provided customer support for both internal and external users.
- → Product owner and full-stack developer on <u>SensorConnect</u>, the main PC software for all of LORD's sensors. Utilizes Chromium Embedded, allowing for a modern UI using HTML, CSS, JavaScript, and WebGL, while maintaining a fast, efficient C++ backend.
- Developed a prototype Android app to collect data from Bluetooth sensors, and push to SensorCloud using a REST API.
- Designed and developed the <u>sensorcloud.com</u> website.

EDUCATION

B.S. in Game Programming, Champlain College - 2010 - Burlington, VT

→ 3.88 GPA - Magna Cum Laude

TECHNICAL SKILLS / TOOLS

- → C++, JavaScript, HTML, CSS
- → Python, C#, Java, Scala, SQL
- → AWS, Kubernetes, Kafka, Docker
- → Terraform, Jenkins, Git/SVN
- Android, Unity, Unreal Engine,
 Bluetooth development