Richard Stoneback

Desktop, Web, and Mobile app developer

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WORK EXPERIENCE

Senior Software Engineer, LORD Sensing - *2012 to present* - Williston, VT

→ Lead developer on MSCL, am 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. Provide customer support for both internal and external users.

→ Product owner and full-stack developer on SensorConnect, the main PC software for all of LORD's sensors. Utilizes Chromium Embedded (CEF), allowing for a modern UI using HTML, CSS, JavaScript, and WebGL, while maintaining a fast, efficient C++ backend. The frontend is reused on our cloud platform, SensorCloud.

→ Developed a prototype Android app to collect data from Bluetooth sensors, and push to SensorCloud using our REST API.

→ Designed and developed the sensorcloud.com website.

Software Engineer, MicroStrain Inc. - *2008 to 2012* - Williston, VT

→ Implemented support for new features/products for the Wireless PC software, Node Commander, using C++ and MFC.

→ Created internal tools, such as a C# application that allows easy creation and editing of firmware upgrade packages.

EDUCATION

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

→ 3.88 GPA - Magna Cum Laude

TECHNICAL SKILLS / TOOLS

Proficient:

→ C++, JavaScript, HTML, CSS

→ REST APIs, Boost, CEF, NaturalDocs, SWIG, Jenkins, Jira, Confluence, SVN

Experience with:

→ Python, C#, Java, LabVIEW, SQL

→ Android SDK, MFC, Bluetooth, Unity, Unreal Engine, Git, ISO9001, Scrum