

Richard W. Stoneback

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Skills Summary: Software Engineer with a bachelor's degree in Electronic Game Programming and over 6 years of experience developing software to interface with both wired and wireless hardware.

Work Experience

Senior Software Engineer, LORD MicroStrain Sensing Systems, Williston, VT (2008 - Current)

- Sole Software Engineer on the main software for the Wireless line of products.
- Scrum Master for development team creating next generation of Wireless and Inertial software.
- Redesign and develop the new front-end of sensorcloud.com.
- Create 3D interactive demos using Unity to help better visualize data from our sensors.
- Develop the [MicroStrain Communication Library \(MSCL\)](#) to be used both internally and by customers to easily communicate with wired and wireless devices. MSCL is written in C++, and translated into libraries for C#, VB, Python, MATLAB, LabView, etc. using the SWIG interface compiler.
- Support customers with any questions they have in creating their own custom software using our SDK and development tools. Update these tools as necessary, including protocol documentation and example code.
- Work with many other people, from other programmers and web designers, to production and tech support, to help improve what the customer receives overall from the company.

Education

Bachelor's Degree in Electronic Game Programming, Champlain College, Burlington, VT (2010)

- Cumulative GPA: 3.88 - Magna Cum Laude
- Dean's List
- Game Programming Outstanding Second/Third-Year Student Awards
- Programmer on a game development team for Junior and Senior year projects, using both the Torque Game Engine and Unreal Development Kit
- Develop iPhone apps
- Extensive experience with C++ / Object Oriented Programming

Skills/Experience

- C++ 11, C#, HTML, CSS, JavaScript, Python
- Unity 3D, Unreal Development Kit, Torque Game Engine
- Boost C++ Libraries, Jenkins Continuous Integration, Subversion, WiX, Boost Unit Testing, Turtle Mocking Library, NaturalDocs, SWIG (Simplified Wrapper and Interface Generator)
- Scrum Agile Development
- Interfacing with hardware (serial, tcp/ip)