

# **Richard Stuart Bowman**

Ohio

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Nine (9) years of battle tested experience engineering and testing production software. Eager to explore opportunities in AI, Open Source Software, Web & Mobile Development. Strong advocate for Test Driven Development (TDD).

## Work History

Software Engineer, STACK CT: (Remote) Blue Ash, Ohio

Sept 4, 2018 - Nov 19, 2025

C# .NET, XUnit, Splunk, Node, TS/JS, Claude Code/GitHub Copilot, GO, Docker

- Used Test Driven Development, CI/CD, code reviews to deliver production quality software with a high degree of confidence. Involved with DevOps during business hours, investigating alerts, observed regular deployments to production.
  - Learned about proper usage of tools like GitHub Copilot and Claude Code as part of development process.
  - Played a major role in standing up an object detection model for identifying particular electrical symbols. Involved with the training, evaluation, deployment and monitoring.

[Mobile Engineer](#), Atomic Robot: Cincinnati, Ohio

May 18, 2016 - Aug 31, 2018

- **Client: Kroger Technology**    Android, Kotlin, Java
    - Worked on rebuild the registration flow for the Kroger App, allowing users to create new accounts, select a preferred store, and add a loyalty card.
  - **Client: PLXIS**    JUnit, DevOps, Groovy
    - Built a simulator in Groovy using TDD to develop a connection for a new payment provider on the PLXIS payment gateway. The gateway processed an average of 20M transactions per day under VISA, Mastercard, AMEX.
    - Investigated anomalies in real time on the PLXIS platform using Splunk.

Mobile Developer (Summer Intern), Pygraphics: (Remote) Argyle, Texas

2014 - 2015

- Developed initial version of a 3D Marching Band Drill app for Android and iOS using Unity3D and Xcode respectively.

## Education

Grove City College, Grove City, PA

## Bachelor of Science in Computer Science

**Relevant Coursework:** Artificial Intelligence, Operating Systems, Game Development, Foundations of Comp Sci  
**Independent Studies:** CPU Scheduling in Unix-like Environments (Fall 2015),

A\* Waypoints using Genetic Algorithms (Spring 2016)

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