

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, Full Stack development. Active Linux user since 2015. Strong advocate for Test Driven Development (TDD).

Work History

Software Engineer, STACK Construction Technologies

Sept 4, 2018 - Nov 19, 2025

Location: (Remote) Cincinnati, Ohio

C#, .NET, XUnit, Azure, ONNX, 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 training an object detection model for identifying particular electrical symbols. Leveraged Azure ML Studio for base model selection, training and early evaluation.
- Helped lead/organize internal AI user group, for guiding discussions around AI in software development and general knowledge sharing.

Mobile Engineer, Atomic Robot

May 18, 2016 - Aug 31, 2018

Location: : Cincinnati, Ohio

- **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

2014 - 2015

Location: (Remote) Argyle, Texas

- 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)