

Richard Stuart Bowman

Ohio



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Eager to explore opportunities in AI, Open Source Software, Web Development and Mobile Development. Experienced working in Scrum/Kanban environments. TDD is the bedrock upon which I build world class software.

🎓 Education

[Grove City College](#), Grove City, PA

Bachelor of Science in Computer Science - 2016

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)

🔗 Open Source Projects and Contributions

TOXIC - Task Execution Engine

github.com/stackct/toxic

Rsolver - Rubik's Cube AI

github.com/stuartsoft/RSolver

stu-mc - My own roll of a Docker container for that one block game

github.com/stuartsoft/stu-mc

Carbon Android - Android starter project

github.com/atomicrobot/carbon-android

👛 Work History

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

2018 - Present

Full Stack, TS/JS, C# .NET, Angular/AngularJS, GO, Python, Docker, Splunk

- Played a major role in standing up an object detection model for identifying particular electrical symbols. Involved with the training, evaluation, deployment and monitoring.
- Assisted with an integration of a partner to deliver an automated measurement system feature.

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

2016 - 2018

- **Client: Kroger Technology** Android, Kotlin, Java
 - Rebuilt 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

Summers 2014 - 2015

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