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 - Nov 2025
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.