Richard Stuart Bowman

Ohio

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9 years of battle tested experience engineering and testing production software. Eager to explore opportunities in AI, Open Source Software, Web Development and Mobile Development. Experienced working in Agile environments. TDD is the bedrock upon which I build software.

💼 Work History

Software Engineer, STACK CT: (Remote) Blue Ash, Ohio   Sept 4, 2018 - Nov 19, 2025

TS/JS, C# .NET, Angular, GO, Python, Groovy, Docker, Splunk

- Common activities included developing new features, code reviews, pair programming, participating in scrum ceremonies, responding to alerting, utilizing TDD as a part of regular development.
- 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   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)