Richard Stuart Bowman

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Eager to explore opportunities using AI, Augmented Reality, and Mobile App Development. Always exercising technical skills on personal side projects. Currently a Software Engineer at STACK Construction Technologies.

✤ 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 and Presentations

TOXIC - Task Execution Engine   github.com/stackct/toxic

rotor.ai - Open Source Self-Driving Project   rotor.ai

Practical TDD with Dart^{TM} & Flutter^{TM}   rotor.ai/blog/2019/4/28/tdd-flutter-sdk

Carbon Android - Android starter project   github.com/atomicrobot/carbon-android

💼 Work History

Software Engineer, STACK CT: Blue Ash, Ohio   2018 - Present

- item 1
- item 2
- item 3
- item 4
- item 5

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.
  - Worked in conjunction with 84.51° to replace the App Feedback survey page with a new survey page powered by Qualtrics with no lapse in availability for users.
- **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: Argyle, Texas   Summers 2014 - 2015

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