Richard Stuart Bowman
Bellbrook, OH

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Eager to explore opportunities in AI, Open Source Software, Web Development and Mobile Development.
Currently a DevOps 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 Projects and Contributions

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

Rsolver - Rubik's Cube AI   github.com/stuartsoft/RSolver

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

💼 Work History

Software Engineer, STACK CT: (Remote) Blue Ash, Ohio   2018 - Present
Typescript, C# .NET, Angular/AngularJS, Xamarin, Docker, Bash

- **User Roles** - Implemented various blackbox integration tests around user roles, allowing customers to set permission levels for their teams.

- **Partner Integration (Procore)** - Worked on "Sync" program which responds to webhooks and migrates user blueprints and files from Procore to the STACK platform. After deployment of the new integration, assisted in monitoring for opportunities to improve integration performance.

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.