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 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 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

DevOps Engineer, STACK CT: Blue Ash, Ohio   2018 - Present
.NET Core, AngularJS, Docker, C#, Typescript, JavaScript, Elastic

Ongoing Activities: Monitor Production Environments, responding to production incidents, integration testing, assisting with weekly deployments

- **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.

  - 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.