

Jack Allan Bowden

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[LinkedIn.com/in/jackabowden](https://www.linkedin.com/in/jackabowden) | [GitHub.com/jackbowden](https://github.com/jackbowden)

SKILLS

Java • Python • Swift • Kotlin • Ansible • C++ • HTML5/CSS • Angular • Laravel • SpringBoot • SQL • Git • AWS • WebGL
xAPI • cmi5 • ML • AR • VR

EXPERIENCE

United States Army Training and Doctrine Command

Fort Eustis, VA

Computer Scientist (GS-1550-13) | *tadlp.tradoc.army.mil*

January 2021 – present

- Assigned as the Computer Scientist, served as an authoritative technical consultant for the Army Distributed Learning (DL) Interactive Multimedia Instruction (IMI) courseware (CW) process. Analyzed and developed major scientific, administrative, regulatory, and policy development and processes that supported the Army Virtual Learning for the ADDIE Implementation stage of all Army DL IMI CW.
- Established automated courseware testing criteria to support a spiral software/courseware development and acceptance testing cycle to meet operational mission objectives, needs, and allowed configurations of various computer-controlled systems and subsystems using DISA Standards Technical Implementation Guide to meet user computing requirements.
- Created and presented briefings on division processes and activities with a focus on software/courseware acceptance testing, work progress, technical issues, and new software/courseware development approaches that directly resulted in the development of new 3D models, Augmented (AR)/Virtual (VR) reality CW, and new testing processes.
- Managed, coordinated and provided technical software/courseware acceptance testing guidance and support standards, specifications, and requirements to government employees and contractors that execute the development and authoring of division standards and specifications and acceptance testing software tools.
- Oversaw and mitigated discrepancies, delivered recommendations and remedial actions to assure coordination of best optimized technical objectives and approaches that are consistent in attainment new optimal objectives and procedures that support CW development for Training and Doctrine Command (TRADOC) centers and schools.

Automatic Data Processing, LLC

Norfolk, VA

Associate Application Developer | *ADP.com*

July 2019 – January 2021

- Served as a Site Reliability Engineer alongside an agile scrum team with full-stack development skill set to monitor and maintain over 3,000 production-level, time-keeping computing infrastructure systems in support of company payroll and web-based technologies. Carried out assignments to completion with little technical review.
- Identified and implemented event-driven, automated programming solutions in Ansible, an open-source integrated development environment and systems programming language, to eliminate 50% of systems operation toil across company products, freeing up company resources and availability for other needs.
- Created learning technologies regarding best practices, potential pitfalls, and other matters related to company work, seeking team excellence in software development and solutions engineering. Assumed subject matter expert responsibility for several key team offerings to bolster overall team readiness for business and client needs.
- Developed a system upgrade scheduling system to automate an otherwise manual and labor-intensive process, reducing a process of approx. seven hours to 30 minutes.
- Audited and evaluated the development and infrastructure work of colleagues for functionality, anomalies, debugging, and troubleshooting to ensure quality and consistency within the business Rules and best practices.

EDUCATION

William & Mary

Williamsburg, VA

Bachelor of Science: Computer Science

May 2019

Class Senator, Student Assembly.

Member, Association for Computing Machinery.

Relevant courses:

Data Structures, Discrete Structures, Software Development, Competitive Programming, Algorithms, Computer Organization, Programming Languages, Entrepreneurship, Finite Automata, Game Design, Computer Animation, Systems Security.