

ENOCH LINDEMAN

C++ Developer / Distributed Systems Architect

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 San Diego, CA

SUMMARY

I am a highly experienced software engineer specializing in modern C++ (C++17+), distributed systems architecture, and Linux environments. With a passion for building scalable, mission-critical systems, I thrive in fast-paced, cross-functional teams, delivering optimized solutions that drive innovation in aerospace and autonomous systems.

EXPERIENCE

<div>Senior Software Engineer</div> <div> Jun 2022 – Ongoing</div> <div>Developed large-scale distributed software systems</div> <div><ul style="list-style-type: none">Designed robust APIs and middleware solutions for seamless communication between internal systems and external third-party platforms.Created command-and-control interfaces for operators, enhancing system performance and usability.</div>	<div>Tolleson Union High School District</div> <div> Avondale, AZ</div> <div>Collaborated on cross-functional team initiatives</div> <div><ul style="list-style-type: none">Worked alongside robotics engineers and cloud architects to align software development with system-wide goals and business objectives.Enhanced overall system security and scalability through modular design.</div>
<div>Owner & Software Developer</div> <div> Dec 2022 – Ongoing</div> <div>Built scalable software development kits (SDKs)</div> <div><ul style="list-style-type: none">Designed and developed a robust SDK for clients to easily integrate with backend systems and third-party applications.Documented SDK usage extensively to ensure quick onboarding and smooth integration for both internal and external teams.</div>	<div>by The Lindemans</div> <div> Glendale, AZ</div> <div>Optimized code for high-performance environments</div> <div><ul style="list-style-type: none">Leveraged modern C++ practices (C++17) to optimize system performance, improving data processing efficiency by 40%.Integrated Kubernetes and Docker for containerized deployment in a cloud-native environment.</div>
<div>Mission Technology Specialist</div> <div> May 2020 – May 2022</div> <div>Managed distributed systems and multi-tier architecture</div> <div><ul style="list-style-type: none">Designed and deployed distributed cloud-based solutions, ensuring robust communication between autonomous systems.Optimized cloud resources using Kubernetes and Helm, reducing overhead by 20%.</div>	<div>The Church of Jesus Christ of Latter-Day Saints</div> <div> Syracuse, NY</div> <div>Collaborated with cross-functional teams</div> <div><ul style="list-style-type: none">Facilitated seamless integration of systems, collaborating with software engineers, system architects, and DevOps teams.Identified and reduced technical debt through systematic refactoring, improving maintainability.</div>

EDUCATION

<div>Bachelor of Science in Technological Entrepreneurship and Management</div> <div> Expected May 2026</div> <div>4.0 GPA, focusing on Big Data Systems and Autonomous Systems.</div>	<div>Arizona State University</div> <div> Online</div>
<div>Associate of Science in Computer Science</div> <div> August 2024</div> <div>Graduated Summa Cum Laude with a 3.9 GPA.</div>	<div>Rio Salado College</div> <div> Tempe, AZ</div>

SKILLS

C++ (C++17+)	Linux Development	Distributed Systems Architecture	Kubernetes	Docker	Helm	APIs and Middleware
Cloud-Native Development	Continuous Integration Pipelines	Git	SDK Development	Cross-Functional Collaboration	Autonomous Systems	
Security (OpenSSL)						