



ENOCH LINDEMAN

C++ Developer / Distributed Systems Architect

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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

Senior Software Engineer 📅 Jun 2022 – Ongoing	Tolleson Union High School District 📍 Avondale, AZ
<p>Developed large-scale distributed software systems</p> <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.	<p>Collaborated on cross-functional team initiatives</p> <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.
Owner & Software Developer 📅 Dec 2022 – Ongoing	by The Lindemans 📍 Glendale, AZ
<p>Built scalable software development kits (SDKs)</p> <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.	<p>Optimized code for high-performance environments</p> <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.
Mission Technology Specialist 📅 May 2020 – May 2022	The Church of Jesus Christ of Latter-Day Saints 📍 Syracuse, NY
<p>Managed distributed systems and multi-tier architecture</p> <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%.	<p>Collaborated with cross-functional teams</p> <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.

EDUCATION

Bachelor of Science in Technological Entrepreneurship and Management 📅 Expected May 2026	Arizona State University 📍 Online
<ul style="list-style-type: none">4.0 GPA, focusing on Big Data Systems and Autonomous Systems.	
Associate of Science in Computer Science 📅 August 2024	Rio Salado College 📍 Tempe, AZ
<ul style="list-style-type: none">Graduated Summa Cum Laude with a 3.9 GPA.	

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)						