# **ENOCH LINDEMAN**

Software Engineer / Rust and Peer-to-Peer Technology Specialist

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San Diego, CA

## **SUMMARY**

Experienced software engineer with expertise in developing scalable software solutions using Rust, Python, C++, and JavaScript. Skilled in real-time data synchronization, peer-to-peer technologies, and agile methodologies. Strong communication and client collaboration abilities, with a proven track record of translating technical requirements into robust, user-friendly software solutions.

### **EXPERIENCE**

#### Software Engineer / Rust Specialist

Dec 2022 – Ongoing

by The Lindemans, LLC

**♀** Remote

Developed scalable peer-to-peer systems for data synchronization

- Led the design and implementation of peer-to-peer data synchronization technologies, utilizing Rust for high-performance, low-latency processing.
- Optimized backend systems for handling real-time data flows, improving system performance by 35%.

Collaborated with clients on technical solutions

- Engaged directly with clients to understand their technical needs and translated these into scalable, reliable software features.
- Delivered training and documentation to ensure effective use of the systems and tools developed.

#### Software Developer

Jun 2022 – Ongoing

**Tolleson Union High School District** 

Avondale, AZ

Built and maintained large-scale systems in Python and C++

 Developed and maintained data pipelines for real-time data collection and synchronization across multiple platforms, ensuring low-latency performance. Collaborated on system optimization

 Conducted root cause analysis to troubleshoot and resolve system issues, improving overall system uptime and reliability by 25%.

## **SKILLS**

Rust Python C++ JavaScript AWS Agile Development Real-Time Data Synchronization Peer-to-Peer Technology System Optimization

API Design