ENOCH LINDEMAN

C++ Developer / Distributed Systems Architect

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Hiring Management Team
Shield AI

To whom it may concern:

I am excited to apply for the Staff Software Engineer position at Shield AI on the Hivemind Commander team. With over 7 years of experience in developing large-scale, production-quality software systems, I bring a deep understanding of modern C++ (C++17+), distributed systems architecture, and cloud-native technologies, making me well-suited for this role.

In my recent role, I developed and optimized distributed systems, leveraging C++ and containerization technologies like Kubernetes and Docker to ensure scalability and efficiency. I have experience building APIs and middleware solutions, working cross-functionally with robotics engineers and system architects to align software development with system-wide objectives. These experiences have sharpened my ability to tackle complex system integration challenges, while optimizing performance and ensuring system reliability.

I am particularly excited about the opportunity to contribute to the HMC platform and SDK development at Shield AI, where my experience building scalable SDKs, documenting integration points, and enhancing system interoperability will directly support your mission. I thrive in fast-paced environments and am passionate about driving innovation, as demonstrated by my work optimizing distributed autonomous systems for enhanced security and performance.

I look forward to the opportunity to contribute my skills and collaborate with your world-class engineering team to continue developing solutions that protect and serve. Thank you for considering my application, and I would welcome the chance to discuss how my experience aligns with Shield AI's goals.

Thank you for your time and consideration. I look forward to discussing how I can contribute to Shield AI's mission.

Respectfully,
Enoch Lindeman