

ENOCH LINDEMAN

Software Engineer / Edge Computing Specialist

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 San Diego, CA

SUMMARY

Experienced software engineer specializing in edge computing, peer-to-peer systems, and cross-platform synchronization technologies. With over three years of experience in developing high-performance applications in Rust, Java, and Python, I thrive in fast-paced environments where innovation and collaboration are key to success.

EXPERIENCE

Software Engineer

 Jun 2022 – Ongoing

Tolleson Union High School District

 Avondale, AZ

- Developed high-performance, scalable systems
- Utilized Rust and Python to optimize real-time data synchronization between edge devices and backend systems.
 - Enhanced system performance by 30% through code profiling and performance metric analysis.

- Collaborated closely with clients and internal teams
- Interfaced directly with customers to gather requirements, turning them into feature-rich, reliable software solutions.
 - Worked on a cross-functional team to deliver key features in an Agile development environment.

Owner & Developer

 Dec 2022 – Ongoing


by The Lindemans

 Glendale, AZ

- Designed peer-to-peer communication software
- Developed a peer-to-peer synchronization protocol using Rust, ensuring seamless data transfer between mobile devices and IoT systems.
 - Focused on real-time data handling, achieving ultra-low latency in communication across edge devices.

- Deployed containerized applications with Kubernetes and Docker
- Deployed containerized applications to manage real-time services, ensuring high availability and fault tolerance.
 - Integrated CI/CD pipelines to streamline deployment and reduce downtime.

Mission Technology Specialist

 May 2020 – May 2022

The Church of Jesus Christ of Latter-Day Saints

 Syracuse, NY

- Worked on edge computing and autonomous systems
- Developed edge-computing solutions for unmanned vehicle systems (UxVs) in command-and-control environments.
 - Integrated telemetry data from autonomous systems into real-time dashboards for mission-critical operations.

- Interfaced with multiple hardware and software systems
- Collaborated with clients and engineers to build solutions that connected legacy systems to modern software interfaces.
 - Ensured seamless data synchronization across systems by implementing industry standards and best practices.

EDUCATION

Bachelor of Science in Technological Entrepreneurship and Management

 Expected May 2026

Arizona State University

 Online

- 4.0 GPA, specializing in Edge Computing and Autonomous Systems

Associate of Science in Computer Science

 August 2024

Rio Salado College

 Tempe, AZ

- Graduated Summa Cum Laude with a 3.9 GPA.

SKILLS

- Rust
- Java
- Python
- Go
- Peer-to-Peer Systems
- Edge Computing
- Real-Time Data Synchronization
- Agile Methodologies
- Containerization (Docker, Kubernetes)
- Continuous Integration & Delivery (CI/CD)
- Autonomous Systems
- Telemetry Systems