

# 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

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

## EDUCATION

<b>Bachelor of Science in Technological Entrepreneurship and Management</b>  Expected May 2026	Arizona State University  Online
<b>Associate of Science in Computer Science</b>  August 2024	Rio Salado College  Tempe, AZ
<ul style="list-style-type: none"><li>Graduated Summa Cum Laude with a 3.9 GPA.</li></ul>	

## 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)						