Paul Schoenfelder *April 12, 1987*

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Summary

I'm a nerd with a love for open source, embedded and distributed computing, and a passion for developing high-quality software.

I started out in IT as a network engineer, working with Cisco equipment, but it wasn't long before I had delved in to writing scripts for automation. Once I had a taste for code, I knew it was where I belonged, and I was relentless in purusing an open developer position at the same company. I was given the opportunity, and I've been a software engineer ever since.

I was thrown in to the world of software engineering, and had to learn fast. I soaked up books, blogs, talks, whatever I could. The tools I was given were C#, HTML/CSS, Javascript, as well as Bash and Powershell. I picked up Ruby and a bit of Python for scripting not long after, and my curiousity was piqued. Slowly I've added Clojure, Scala, F#, Erlang and Elixir to the list.

I'm active in open source. I love embedded dev, and have a Pi and Arduino. I'm a strong believer in concurrency, distribution, and functional programming. But most of all, I love building software.

Experience

The Nerdery — BLOOMINGTON, MINNESOTA
Software Engineer *Mar '13 – present*
Lead developer for Purina and PurinaONE brand sites, consisting of a team of 8 devs. Architected and built a mapping application using the ArcGIS platform. Built a number of open source libraries for the Elixir community, including contributions to the language itself. Focused on growing my FP, crypto, and concurrent/distributed programming skills.

Surge — SAINT PAUL, MINNESOTA
Senior Software Engineer *May '12 – Mar '13*
Lead developer on three projects, leading teams of 1-4 devs. Developed in-depth expertise with Adobe InDesign Server and InDesign Markup Language. Worked remotely the entirety of my time with Surge as a contractor.

ProtoLabs Inc. — MAPLE PLAIN, MINNESOTA
Software Engineer *Oct '10 – May '12*
Primary developer of numerous projects. Most developers at ProtoLabs fit in to one of two teams, web or backend - I was the exception, primarily devoted to RD applications with focus towards internal process improvement and reporting/data mining capability.

United States Air Force — MADISON, WISCONSIN
Avionic Systems Journeyman *Apr '09 – present*
My second job is with the Air National Guard/USAF out of Madison, WI - where I work as a flightline avionics technician on Lockheed Martin F-16C/D fighter jets. I'm currently a Senior Airman, working towards my Staff Sergeant stripes.

Business Card Services, Inc. — BURNSVILLE, MINNESOTA
Software Developer *Oct '08 – Dec '09*
The entirety of my time at BCSI was spent as the primary developer behind a project to port a legacy manufacturing process written and maintained since the late 80's to a modern, C and ASP.NET driven system, while expanding it's capabilities, and providing some new reporting and data mining features that the old system could not provide. After the first release of the new software, I left for training with the United States Air Force.

Please refer to my Linked-in profile for more a more complete list of my work experiences along with recommendations.

Skills

Technical expertise: Software design and implementation. Testing, continuous deployment, and automation. Enjoys writing Elixir/Erlang/C#/Clojure, and Ruby, with interest in many more. Thorough knowledge of web technologies: HTML+CSS, JavaScript, XML, REST, and SOAP. System administration skills: Bash, nginx, PostgresSQL, MSSQL, Vagrant, Puppet, and VMware. Strong base in computer science fundamentals like data structures and algorithms.

Interests

Non-exhaustive and in no particular order: cryptography, artificial intelligence, game development, music, snowboarding, homebrewing, motorcycles, the outdoors, and more!