

Paul Schoenfelder *April 12, 1987*

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Summary

I'm an experienced software engineer with a love for open source, languages 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 pursuing 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've soaked up books, blogs, talks, whatever I could. I have become proficient in numerous languages, technologies, and practices along the way, and achieved mastery in many of them.

I'm active in open source. I experiment with embedded development. I love functional programming and the challenges of concurrency and distribution. But most of all, I love building software.

Experience

Exosite

MINNEAPOLIS, MINNESOTA

Senior Web and Infrastructure Engineer

Oct '15 – present

Lead developer on some of Exosite's most critical core services, built on Erlang and Elixir, with a few in Go. Became extremely proficient with AWS and Kubernetes in order to implement an OpenShift-based hosting platform for customer and internal applications. The applications I built we're distributed, highly concurrent infrastructure services, with all the resultant challenges. Heavily involved in the Erlang/Elixir community, and gave two talks, one at ElixirConf 2015, and one at ElixirConf 2016.

The Nerderly

BLOOMINGTON, MINNESOTA

Senior Software Engineer

Mar '13 – Oct '15

Lead developer for a number of projects both large and small, managing teams of 2 to 10 devs. C and Scala work primarily, but some F as well. 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 systems skills.

Surge

SAINT PAUL, MINNESOTA

Senior Software Engineer

May '12 – Mar '13

Lead developer on three projects, leading teams of 1-4 devs, each involving complex web-based applications for large enterprise customers. Developed in-depth expertise with Adobe InDesign Server and InDesign Markup Language. I was a contractor for this period, working 100% remotely.

ProtoLabs Inc.

MAPLE PLAIN, MINNESOTA

Software Engineer

Oct '10 – May '12

Primary developer on numerous projects. Most developers at ProtoLabs fit in to one of two teams, web or business apps - 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 – Apr '15

While in the military, I achieved the rank of Senior Airman while working on Lockheed Martin F-16C/D fighter aircraft. I was responsible for maintaining the avionics systems, which involved understanding software, electronics theory, and numerous complicated subsystems of the aircraft.

Business Card Services, Inc.

BURNSVILLE, MINNESOTA

Software Developer

Oct '08 – Dec '09

While at BCSL, I was responsible for developing the replacement software for a legacy manufacturing process written and maintained since the late 80's. The new software was built on C/ASP.NET, and went through several phases in order to slowly migrate the old system to the new. In addition to building the new platform, I had to introduce new capabilities, from user-facing automation, to reporting and data mining tools. I was a contractor during this time, working on-site.

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. Elixir/Erlang/Go/F#/C#/Clojure, and Ruby, with interest in many more. Thorough knowledge of web technologies: HTTP/TCP/TLS, HTML+CSS, JavaScript, XML, REST, and SOAP. System administration skills: Shell scripting, nginx, HAProxy, PostgreSQL, MSSQL, Docker, AWS, Kubernetes, Azure and VMware. Solid base in computer science fundamentals, data structures and algorithms.

Non-technical skills: Can speak beginner-level Russian, and improving every day

Interests

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