paulschoenfelder

software developer

location

8950 Goodrich Rd
APT 305
Bloomington
MN

interests

programming languages, design, data mining, distributed systems, embedded systems, artificial intelligence, craft beer, snowboarding, motorcycles, music, the future, game development

online

paulschoenfelder@gmail.com
github.com/bitwalker

education

thru 2012	**Completionist** many online courses	Coursera

Introduction to Mathematical Thinking
Machine Learning
Algorithms, Part I
Cryptography I
Introduction to Astronomy
Calculus: Single Variable

2010-2011	**AAS** Avionics Systems Technology	Community College of the Air Force

Avionics Systems Theory and Maintenance

languages

C#	★ ★ ★ ★
Scala	★ ★ ★
Elixir	★ ★ ★ ★
Erlang	★ ★
JavaScript	★ ★ ★ ★
Ruby	★ ★
Clojure	★ ★
F#	★
HTML **5**	★ ★ ★ ★
CSS **3**	★ ★ ★ ★

experience

current — **Software Engineer** — The Nerdery
Lead developer for Purina and PurinaONE brand sites. Constructed a small mapping application using ArcGIS. 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.

2012-2013 — **Senior Software Developer** — Surge LLC.
Lead developer on three projects. Developed expertise with Adobe InDesign Server and InDesign Markup Language.

2010-2012 — **Software Developer** — ProtoLabs Inc.
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 R&D applications with focus towards internal process improvement and reporting/data mining capability.

since 2010 — **Avionics Systems Journeyman** — United States Air Force
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.

2008-2010 — **Software Developer** — Business Card Services Inc.
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.
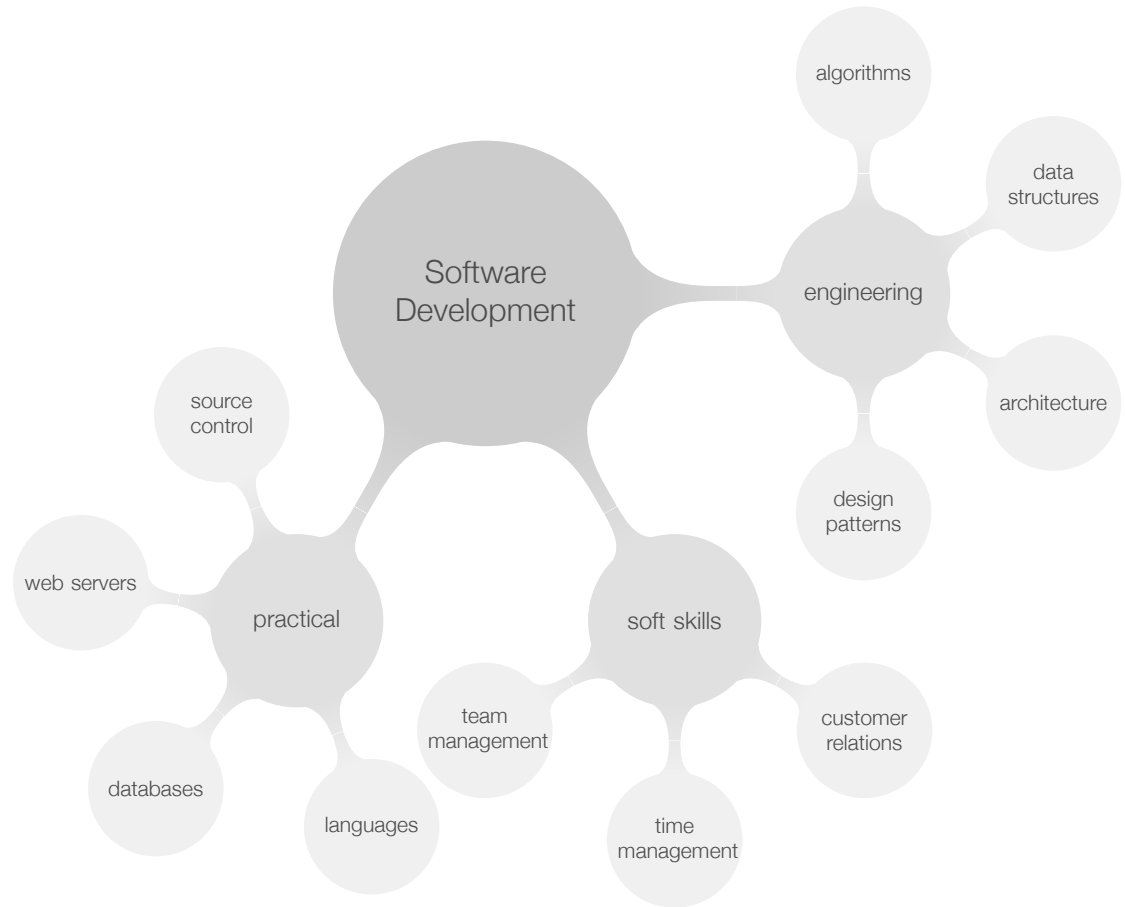
2006-2008 — **Software Developer** — Warner Connect Inc.
Responsible for a wide variety of websites and business applications. Developed expertise with Microsoft CRM during this time.

developed skills

algorithms

data structures

Software Development

engineering

architecture

source control

design patterns

web servers

practical

soft skills

team management

customer relations

databases

languages

time management

proficiencies

Languages	**I can always learn one more!**
	C#, Elixir, Scala, Erlang, Ruby, F, Clojure, **JavaScript, CoffeeScript,** Bash, Powershell, C/C++, **HTML, CSS, SASS**
Tools	**What is a craftsman without his tools...**
	Visual Studio, XCode, Sublime Text, **Git** , Mercurial, Subversion, **NUnit** , Puppet, Vagrant, Jenkins/Wercker, GitHub,
Platforms	**A strong foundation to build upon...**
	ASP.NET MVC, Erlang/OTP, Node.js, WPF, Rails, OpenGL, Play