

# Paul Schoenfelder *April 12, 1987*

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paulschoenfelder@gmail.com • 952-905-4095 • bitwalker.org  
914 6th St E • Apt #1 • Saint Paul • Minnesota • 55106

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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 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 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 curiosity was piqued. Slowly I've added Clojure, Scala, F#, Erlang and Elixir to the list

I'm active in open source. I experiment with 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.

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## Experience

### The Nerdery

#### Senior Software Engineer

Lead developer for a number of projects both large and small, managing teams of 2 to 8 devs. C and Scala dev primarily. 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.

BLOOMINGTON, MINNESOTA

*Mar '13 – present*

### Surge

#### Senior Software Engineer

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.

SAINT PAUL, MINNESOTA

*May '12 – Mar '13*

### ProtoLabs Inc.

#### Software Engineer

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.

MAPLE PLAIN, MINNESOTA

*Oct '10 – May '12*

### United States Air Force

#### Avionic Systems Journeyman

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.

MADISON, WISCONSIN

*Apr '09 – Apr '15*

### Business Card Services, Inc.

#### Software Developer

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 80s to a modern, C and ASP.NET driven system, while expanding its 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.

BURNSVILLE, MINNESOTA

*Oct '08 – Dec '09*

*Please refer to my [Linked-in profile](#) for more a more complete list of my work experiences along with recommendations.*

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## Skills

**Technical expertise:** Software design and implementation. Testing, continuous deployment, and automation. Elixir/Erlang/F#/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, PostgreSQL, MSSQL, Docker, Azure/AWS and VMware. Solid base in computer science fundamentals, 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!