

Sam Stuewe

Lead Software Architect and Engineer

Leadership Experience

- 2017–Present **Software Architect**, *Conklin Company, Inc.*, Shakopee, MN.
- Architected and Redesigned a commissioning system
 - Guided and Managed development of multiple company-wide software projects
 - Interviewed and Managed software developers
 - Aided in completely rewriting company infrastructure and end-user facing applications
 - Worked in a team of four other developers to deliver functioning, tested code on-time
 - Conducted formal and informal code reviews
 - Supported and deployed various linux machines (predominantly CentOS) for testing and production environments
- 2014–2017 **Software Development and Technical Support Manager**, *AbleNet, Inc.*, Roseville, MN.
- Guided and Managed development of software projects
 - Maintained, updated and pushed one major release and one minor release of a legacy code-base, assisting in a complete graphical overhaul and spearheading multiple major bugfix efforts
 - Interviewed, hired and managed software and web developers
 - Developed and maintained various software projects for the company
 - Conducted formal code reviews
- 2015–Present **Volunteer Teacher and Mentor**, *ArchLinux Classroom*, Remote, Online.
- Taught a class introducing static typing to 60 students
 - Mentored several students learning C

Communication Skills

- 2017–Present Leading team meetings and strategy sessions
- 2015–Present Writing documentation, and programming style guides
- 2014 Public Presentation and Defense of Thesis
- 2012–2013 Political Campaign Literature Creation

Computer Skills

Programming Language Experience

- Advanced **C# (6 and 7).**
- Dramatically curtailed unnecessary complexity (net SLOC reduction >50 percent) including feature additions
 - Rearchitected four major components to better implement business requirements
 - Redesigned, unified and rewrote two large (>1m sloc) native application suites as MVVM-based web applications for both internal and external users
 - Worked with Microsoft SQL Server integrations for persistent data storage
 - Leveraged new language features, Entity Framework and .NET Core

- Advanced **iso C (C99 and C11) and C++ (C++98).**
- Maintained, updated and pushed one major release and one minor release of a legacy code-base (consisting of over 1.1 million lines of C and C++) assisting in a complete graphical overhaul and spearheading several major bugfix efforts
 - Worked with the gamut of standard headers, libraries and (ISO C compatible) compiler features of MSVC, the GNU C Compiler (gcc), and LLVM's clang
 - Additionally worked with a wide set of external libraries including jansson (json parsing), curl (web interaction), xml (xml parsing), ncurses (text-based UIs), math (standard arithmetic)
 - Developed and maintained a powerful command-line interface program to interact with a versatile pastebin, which is now officially redistributed by ArchLinux (a major linux distribution)
 - Developed and maintained a binary, library and extensible API (heavily integrated with upstream APIs) to fetch weather data for use by both end users and fellow developers
 - Developed and maintained a watchface for the Pebble Time smartwatch
 - Created various utilities integrating with upstream APIs for random number generation, checking website status, fetching external IP addresses and URL shortening among others
 - Formally educated at Macalester College in low-level systems, distributed and parallel programming
- Advanced **Haskell (Haskell2010).**
- Developed and deployed a web application for easy online assessment scoring for use by more than 2000 users
 - Worked with a dramatically large set of libraries ranging from the base module to various external modules for tasks ranging from serving web pages to interacting with SQLite databases to exporting documents in various formats
 - Created a variety of small utilities for personal use including for system status monitoring and special-case text formatting
 - Deployed and continued to maintain a sleek, personal website
- Advanced **Lua.**
- Created various small utilities and libraries for working with a variety of fundamental and higher-level data structures
 - Reimplemented basic Object Oriented design
 - Worked on projects with Terra (the statically-typed LLVM-based cousin of Lua) and Löve2D
- Advanced **Java (JDK6).**
- Formally educated at Macalester College including a full in-depth overview of the language (including data structures, error/exception handling, Object Oriented and graphical design)
 - Reimplemented many fundamental data structures (e.g., maps, trees, stacks, queues, dictionaries, lists (single and doubly-linked))
 - Created many simple fully graphical projects including a clone of Conway's *Game of Life*, a slot machine and a *Breakout* clone
- Advanced **Web Languages (HTML5, JS and CSS3) and Markup.**
- Deployed an interactive web application (using a subset of HTML5, JS and CSS3 in an attempt to be as widely compatible as possible) that worked with a wide variety of markup languages including Restructured Text, Markdown and \LaTeX
 - Designed and tested sites for standards compliance, performance, security and accessibility
 - Aided a Macalester professor in creating his own website (with HTML5 and CSS3)
- Intermediate **Agda.**
- Wrote literate programs to make human-readable documentation integrated with machine-code
 - Explored Agda's unique safety guarantees as a Dependently Typed, theorem-proving language
- Intermediate **Python (2.x and 3.x) and R.**
- Implemented basic applications for common personal use (e.g., a contact book)
 - Wrote several statistical and data analysis scripts for classes at Macalester College
 - Completed a statistics course at Macalester College that included an overview of R
 - Took a summer-long independent study with a professor at Kansas State University, Salina to become proficient with Python

Operating Systems

- Advanced **GNU/Linux.**
- Several years of systems administration for production, testing and personal servers and workstations
 - Familiarity with both manual and automated deployment of Linux virtual machines, desktops and servers (rackmount and tower formfactor)
 - Over a year of production maintenance with several distros hosting company infrastructural and user-facing content web services
 - Daily personal use and system administration for the last twelve years
 - Deep familiarity with the file system hierarchy, os organization and system calls
- Advanced **Microsoft Windows.**
- Daily support of end users on Windows using various programs for over a year
 - Over a year of software development and maintenance for a program targeting Windows
 - System and network administration of production, testing and personal servers and workstations for several years
- Advanced **OSX.**
- Daily support of end users on osx using various programs for over a year
 - Over a year of software development and maintenance for a program targeting osx
- Basic **BSD (“Net” and “Free”).**
- Limited experience with “Ports” and BSD installation, configuration and usage

Interests

- Computers
- Bipartisan Dialogue
- Rock Climbing
- Racquetball
- Computational, Political (and other bodies of) Theory
- Free and Libre Open-Source Software
- Typesetting, Document Publishing and typography

Education

- 2010–2014 **Bachelor of Arts, Macalester College, GPA – 3.65.**
Cum Laude and Departmental Honors in Political Science
- Spring 2013 **International Exchange, L’institut d’études politiques de Paris, GPA – 4.0.**

Bachelor’s Honor Thesis

- Title *On the Nature of Political Interaction as Conversation*
- Supervisors Professors David Blaney, Andrew Latham and Terry Boychuk
- Description This thesis synthesized a new framework for analyzing political interaction using an accessible and extensible metaphor