

Sam Stuewe

Software Architect and Engineer

Leadership Experience

- 2021–Present **CBDC Software Engineer, MIT Digital Currency Initiative, Boston, MA (Remote)**
- Helped design, implement, test, and benchmark hypothetical designs for central bank digital currencies (CBDCs)
 - Collaborated and guided research and development with four Central Banks, navigating and balancing complex technical requirements and legacy constraints
 - Designed, established, and organized an open-source project and community to research questions surrounding CBDCs
 - Trained, aided, and mentored more than 10 students and engineers
 - Aided in evaluating and hiring candidates for various technical and support roles
 - Contributed to setting a wider research agenda and evaluating priorities and capacities for future research
- 2019–2021 **Senior Software Engineer, Emergent Software, Edina, MN**
- Discovered and Documented Client Requirements for more than 6 projects of varying sizes (200 to 1000 hours)
 - Implemented projects as the Primary Engineer for multiple clients using Javascript, Typescript, React, Umbraco, C#, and others
 - Created a Client's internal, web-based ERP reconciliation tool
 - Updated a Client's Content Management System for better customer feedback, GDPR compliance, a better mobile experience, and enabling multi-lingual content
 - Completely rebuilt a Client's website, database and reporting system from the ground-up in modern C#
 - Aided other engineers in problem-solving and getting work finished on-time and to-specification
- 2017–2019 **Software Architect and Lead Software Engineer, Conklin Company, Inc., Shakopee, MN**
- Architected and Redesigned a commissioning system used for more than 19,000 customers
 - Guided and Managed development of six company-wide software projects
 - Interviewed more than 50 candidate developers
 - Hired and Managed nine software developers
 - Aided in completely rewriting company infrastructure and end-user facing applications
 - Conducted code reviews, both formal and informal
 - Supported and deployed various linux machines (predominantly CentOS) for testing and production environments

Computer Skills

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| Personal | Well-established Personal Projects |
| Programming | enlighten—manage backlight brightness |
| Projects | pbpst—create and manage pastes on a popular pastebin |
| | shaman—retrieve and format weather data |
| Programming | Systems, Embedded, Native, Web backend and frontend |
| Languages | C# (6–8) with Mono, .NET Framework, and .NET Core |
| | C (ISO C99–C18), C++ (ISO C++11–C++20) |
| | Haskell (Haskell 2010) and Agda |
| | Lua |
| | HTML (4 and 5) and Javascript |