# BEN SCHULZ

## SOFTWARE DEVELOPER

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## EXPERIENCE

**NEXTWORLD,** *Software Engineer 2 :* Denver, CO                              Nov. 2019 - Jun. 2024
- Contributed to enterprise-scale Angular codebase across diverse product areas serving business-to-business needs.
- Built expertise in TypeScript + RxJS to develop asynchronous, reactive, and scalable data-driven systems.
- Spearheaded long-term re-architecture projects with a focus on improving performance, capabilities, and code standards.
- Collaborated with customers, product owners, and other engineers to deliver more effective, sustainable, and powerful products.
- Partnered with back-end team to design and uptake API methods for new functionality and improve existing API for performance.
- Largely reduced dependency on deprecated JTwig templating by rebuilding features as efficient, reusable components and service methods.
- Participated in intensive testing culture, using Jasmine and WebdriverIO to achieve high coverage results in unit and e2e tests and improve code quality.
- Mentored interns and junior engineers, acting as a lead on projects and driving pair programming + code review sessions to encourage teamwork and knowledge sharing.
- Became a "go-to" team member and project lead by demonstrating consistent quality, showing forward-thinking, and taking feedback seriously.

**SPOTPOST,** *Software Developer Intern :* Denver, CO / Remote                 Feb. 2019 - Jul. 2019
- Built a product from the ground up as part of a small cross-functional team.
- Designed RESTful API methods and implemented the front-end onboarding flow for a web app using React.
- Conceptualized new product features and process optimizations for the engineering team.

**DSST PUBLIC SCHOOLS,** *Creative Coding Elective Teacher :* Denver, CO        Aug. 2018 - Nov. 2018
- Designed a trimester curriculum focused on creative coding and CS fundamentals using OpenProcessing/p5.js : Class Page
- Cultivated interest in my passion to use coding for creative expression and human-computer interaction.
- Evolved my leadership and mentoring skills through instruction and collaboration with 38 students, grades 9 - 11.

## EDUCATION

**UNIVERSITY OF DENVER**                                                       Sep. 2015 - Mar. 2019
- B.S. Computer Science - 3.9 GPA
- Minors: Emergent Digital Practices, Mathematics
- Dean's list and Hornsbeck Scholar
- Outstanding First Year Writing Award

## PROJECTS

### Recipe Sharing SPA
- Full-stack SPA built with Mongo, Express, Angular, Node.
- Responsive front-end implemented with Bootstrap UI.
- Utilized Docker + Compose for containerization.

### Blank Canvas
- Developed full game from concept pitch to beta release in Unreal Engine 4.
- Tackled a variety of design + engineering roles: Gameplay, AI, UI, animations, audio, level design, and story development.
- Presented game with live demo at capstone showcase.

## SKILLS

- TypeScript/JavaScript, HTML+CSS, Java, C++
- Angular, RxJS, Jasmine, React, Node.js/Express, MongoDB/Mongoose, Jest/Enzyme, Git+GitHub, Unreal Engine
- Project Management, Mentoring, Agile, Jira, Written+Verbal Communication, Collaborative Problem Solving