Ben Schulz

Software Engineer

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SUMMARY

Frontend Engineer with 5 years of experience transforming complex ideas into user-centered products using modern web technologies. I take ownership from requirements through rollout and beyond, driving high-impact initiatives that serve diverse audiences. I combine technical expertise with collaborative communication to build maintainable systems that power exceptional experiences. Eager to solve meaningful problems with a mission-driven team that values continuous learning and has a high standard for quality.

SKILLS

- **Languages:** TypeScript, JavaScript, HTML, CSS, Java, C++
- **Frontend:** Angular, RxJS, React.js, Next.js, Tailwind, Webpack, esbuild
- **Testing:** WebDriverIO, Jasmine, Jest, Enzyme, Testing Library
- **Backend:** Node.js, Express, REST APIs, GraphQL, PostgreSQL, MongoDB
- **Tools:** Git, GitHub, Zsh, Jenkins, Sonar, Lighthouse, Jira, Confluence, Figma
- **Core Competencies:** System Architecture, Async, OOP, FP, Performance Optimization, Debugging, Accessibility, Project Management, Technical Mentorship, Communication, Cross-functional Collaboration, Attention to Detail, Agile Methodology

EXPERIENCE

Nextworld, *Software Engineer 2* - Denver, CO   Nov 2019 – Jun 2024
- Built expertise in TypeScript, RxJS, and modern web frameworks to drive product direction and execution of sustainable, feature-rich UI components and scalable, event-driven systems powering a no-code enterprise application platform.
- Spearheaded architecture overhaul of high-traffic, interaction-heavy datatable and filter components, tackling technical debt while improving maintainability with thorough testing and documentation on top of increasing render performance by 50%.
- Achieved 2x improvement to LCP and reduced technical debt by refactoring legacy code into reusable and extensible components.
- Exponent of intensive testing culture to achieve improved code quality, using Jasmine + WebdriverIO to build comprehensive suites with greater than 80% coverage and additionally implementing recorded interactions for no-code test automation.
- Improved critical filtering response times by 30% through close collaboration with backend teams to design optimized API methods with significant payload size reduction.
- Maintained WCAG AA standards and i18n compliance in all my work to ensure inclusivity across the platform, particularly identified the need for and implemented a standardized keyboard navigation framework for multifaceted interfaces.
- Recognized as a "go-to" team member and project lead by mentoring junior engineers, driving pair programming and code review sessions, and building a healthy feedback culture among cross-functional teams.

Spotpost, *Software Development Intern* - Denver, CO / Remote   Feb 2019 – Jul 2019
- Built a digital advertisement and bulletin board platform from the ground up with a cross-functional team.
- Designed RESTful API methods and implemented the frontend authentication flow using React + JWT, ensuring secure user access.
- Proposed new product features, technologies, and process optimizations to improve team efficiency and product quality.

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.

PROJECTS

Personal Advocate Chatbot
- Built my own professional advocate using RAG powered by Next.js, Vercel AI + OpenAI, and Neon Postgres + Drizzle ORM.
- Utilized pgvector and OpenAI embeddings API for efficient content embedding, enabling real-time contextual conversations.
- Designed a fluid interface using Tailwind CSS and Motion animations, ensuring an engaging user experience.
- Leveraged SSR and streaming to optimize performance and SEO with quick-to-load, indexable pages.

Blank Canvas
- Designed and developed a game alongside a small team using Unreal Engine 4 with C++ and Blueprints.
- Tackled a variety of design + engineering roles: Gameplay, AI, UI, animations, audio, level design, and story development.
- Presented a live beta showcase, demonstrating the ability to take a complex project from ideation to polished execution.

EDUCATION

University of Denver, *B.S. Computer Science* : *Emergent Digital Practices + Mathematics*   Mar 2019