BEN SCHULZ

SOFTWARE DEVELOPER

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EXPERIENCE

NEXTWORLD, *Software Engineer 2 :* Denver, CO   Nov. 2019 - Jun. 2024
- Drove product direction and execution of scalable, event-driven systems powering a no-code enterprise application platform.
- Built expertise using TypeScript + RxJS to develop sustainable, feature-rich UI components for diverse audiences.
- Spearheaded long-term re-architecture of critical features with a focus on improving performance, capabilities, and code standards.
- Reduced technical debt by modernizing legacy middleware into reusable components, achieving 80% reduction in served file size.
- Owned full lifecycle for my projects by managing requirements, design, documentation, and support beyond the implementation.
- Exponent of intensive testing culture to achieve improved code quality, using Jasmine + WebdriverIO to build comprehensive suites.
- Proactively collaborated with stakeholders to achieve confidence in implementation as requirements evolve through project lifecycle.
- Partnered with back-end team to design and uptake enhanced API methods, decreasing payload sizes up to 90%.
- Mentored junior engineers, driving pair programming and code review sessions to encourage teamwork and knowledge sharing.
- Recognized as a "go-to" team member and project lead by learning quickly, being flexible, demonstrating consistent quality, showing forward-thinking, and taking feedback seriously.

SPOTPOST, *Software Development Intern :* Denver, CO / Remote   Feb. 2019 - Jul. 2019
- Built a product from the ground up with a cross-functional team, collaborating on design, architecture, and implementation.
- Designed RESTful API methods and implemented the front-end authentication flow using React + JWT, ensuring secure user access.
- Proposed new product features and process optimizations, streamlining workflows and enhancing engineering efficiency.

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 : <u>Class Page</u>.
- 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

<u>Personal Advocate Chatbot</u>
- 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.

<u>Blank Canvas</u>
- 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.

SKILLS

- TypeScript, JavaScript, HTML, CSS, Java, C++
- Angular, RxJS, React.js, Next.js, Tailwind, Node.js, Express, Jasmine, WebDriverIO, Jest, Enzyme, Webpack, Git, GitHub, Jenkins, Jira, Confluence, Figma, Draw.io
- System Architecture, Asynchronous Programming, Web Performance Optimization, Debugging, Accessibility, Fluid Design, Project Management, Technical Mentorship, Communication, Collaborative Problem Solving, Agile Methodology