

# BEN SCHULZ

## SOFTWARE DEVELOPER

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## SUMMARY

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I'm a software developer passionate about creating stimulating digital interactions and platforms. I love bringing ideas to life on a screen and I'm excited to build my career doing it. My proficiency lies in crafting front-end experiences using JS/HTML/CSS and React. I'm also experienced in full-stack development using noSQL databases and Node.js. I make games with Unity and Unreal Engine too. I'm always looking to improve and expand my skillset.

## EDUCATION

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UNIVERSITY OF DENVER Sept. 2015 - Mar. 2019  
B.S. Computer Science - GPA: 3.9  
Minors: Emergent Digital Practices, Mathematics  
Deans list and Hornbeck Scholar  
Outstanding First Year Writing Award

## EMPLOYMENT

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SPOTPOST, *Software Developer* : Denver, CO / Remote Feb. 2019 - Current

- Collaborated with cross-functional team to build a new product from the ground up.
- Implemented front-end presentation and interactions with React and designed RESTful API services.
- 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 centered around 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 interpersonal and leadership skills through instruction and collaboration with 38 students, grades 9 - 11.

## PROJECTS

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Recipe Sharing SPA

- Full-stack SPA built with MEAN.
- Responsive front-end implemented with Bootstrap and AngularUI.
- Utilized Docker + Compose for containerization.

Blank Canvas

- Developed full game from concept pitch to beta release.
- Collaborated closely with team members and delegated work efforts.
- Tackled a variety of design + engineering roles: Gameplay, AI, UI, animations, audio, level design, and story development.

## SKILLS

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LANGUAGES: JavaScript, HTML/CSS, C#, C++, Java, Racket, Haskell  
TOOLS+LIBRARIES+FRAMEWORKS: React, AngularJS, Node.js/Express, MongoDB/Mongoose, Jest/Enzyme, Git/GitHub, Maya, Unity3D, Unreal Engine 4, Affinity Photo/Design  
OTHERS: Agile/Kanban, Written/verbal communication, Collaborative problem solving

## ACTIVITIES

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JAPAN BUNKA KAI (CULTURE / LANGUAGE CLUB), *Treasurer* Sept. 2016 - Mar. 2019  
Managed funds and organized events for student organization focused on celebrating and educating about Japanese culture and language.