BEN SCHULZ

SOFTWARE DEVELOPER

EMPLOYMENT

NEXTWORLD, Software Engineer 2: Denver, CO

Nov. 2019 - Jun. 2024

- Contributed to enterprise-scale Angular codebase across multiple product areas serving business-to-business needs.
- Collaborated closely with customers, product owners, and other engineers to deliver more effective, sustainable, and powerful products.
- Worked closely with back-end team to design and uptake API methods for new functionality and improve existing API for performance.
- Took lead developer role in two long-term rearchitecting projects with a large focus on improving code standards and best-practices. 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

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

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.
- 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

- TypeScript/JavaScript, HTML+CSS, Java
- Angular, RxJS, Jasmine, React, Node.js/Express, MongoDB/Mongoose, Jest/Enzyme, Git+GitHub
- Agile, Jira, written+verbal communication, collaborative problem solving