Benjamin Schreiber

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Education

Washington State University, B.S Computer Science Pullman, WA   **Graduating May 2026**

Skills

Languages: C# **|** Python **|** Typescript **|** SQL Server **|** PostgreSQL

Frameworks: ASP.NET **|** Entity Framework **|** xUnit **|** Django **|** Pytest **|** Vue **|** Flutter

Experience

Software Engineer Intern at IntelliTect   **4/2024 - 8/2024**

Pesticide Information Center OnLine (https://picol.cahnrs.wsu.edu/)

- Recreated a decade-old SQL Server database, enhancing data integrity and access speed and removing redundancies, significantly improving query performance.
- Modernized an outdated ASP.NET implementation, eliminating antipatterns and deprecated techniques, which increased system reliability.
- Reengineered front end to mirror a contemporary search engine, implementing search query indexing with Lucene.NET, boosting user engagement and search efficiency

Audience Interactive Systems (https://ais.team/)

- Developed an ASP.NET synchronized end device voting system, utilizing concurrent queues in a repository pattern, enhancing user engagement and participation.
- Engineered a dynamic real-time word cloud from scratch in TypeScript

Software Engineer Intern at IntelliTect   **6/2022 - 10/2023**

1ON1 Piano (https://1on1piano.com/)

- Implemented a full stack user "File Sharing Library" with Azure Blob Storage, alongside a SignalR channel for real-time app updates, allowing teachers to share sheet music to students.
- Researched and integrated cutting-edge libraries Riverpod and GoRouter to modernize codebase and replace deprecated GetX stack.
- Addressed WebRTC layer issues, reducing network related dropped calls by over 80%.

Projects

Virtual Packet Tracer *(https://bschr.dev/vpt)* *(https://github.com/bens-schreiber/virtual-packet-tracer)*

- Created a simulation of Ethernet, Layer 2 Switches, Layer 3 Routers and IP Networking in Rust.
- Engineered the IEEE 802.1w Rapid Spanning Tree (RSTP) algorithm in Rust.
- Implemented internet standard packets: Ethernet II, Ethernet 802.3, ARP, BPDU, RIP, IPv4

Accolades

Triangle Fraternity Chapter Founder   **2023**

Triangle Fraternity President Internal   **1/2023 - 1/2025**