

# Benjamin Schreiber

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Distributed systems engineer with deep experience building low-latency, fault-tolerant systems across edge and cloud environments. Proven ability to design, implement, and validate high-performance infrastructure. Strong foundation in systems programming, networking, and full-stack development. Fast learner, effective collaborator, and passionate about reliability, performance, and scalability.

## Experience

**Cloudflare, Software Engineer Intern** | Austin, Texas

5/2025 - 8/2025

*R2 (Edge Storage Team)*

- Created a distributed network observability process exposing TCP latency quantiles, hardware configuration metrics, and the segment loss of object writes using Rust, C, eBPF, ClickHouse and Grafana.
- Improved object read/write performance by dynamically routing around unstable peers, favoring low-latency replicas to increase edge consistency and availability.
- Rigorously unit tested, integration tested, end-to-end tested, and statistically verified algorithms for peer metal and site network instability detection and adaptation in Rust.

**IntelliTect, Software Engineer Intern** | Spokane, Washington

4/2024 - 8/2024

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

- Improved search performance by implementing full-text indexing with Lucene.NET, significantly reducing query response times.
- Orchestrated a migration of existing application infrastructure from AWS to Azure, including storage transition to Azure Blob Storage.
- Designed and implemented a modern search engine UX with TypeScript and Vue, improving usability and responsiveness.

*Audience Interactive Systems* (<https://ais.team/>)

- Built a full-stack platform for large venues to host real-time polls, trivia, and live events using .NET, Azure, SignalR, and SQL Server.
- Designed and shipped a real-time, expiring word cloud system in TypeScript and C# that processed thousands of votes via a concurrent .NET queue for zero-latency updates to a live audience.

**IntelliTect, Software Engineer Intern** | Spokane, Washington

6/2022 - 10/2023

*1ON1 Piano* (<https://1on1piano.com/>)

- Built a real-time file sharing library in Flutter and C# using Azure Blob Storage and SignalR for teacher-student sheet music sync.
- Resolved existing WebRTC issues, cutting dropped calls by over 80%.
- Migrated CI/CD from Azure DevOps to CodeMagic, accelerating mobile build times 2.3x.

## Projects

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

2024 - Present

- Created a full simulation of the physical, data link, and network layers of the Internet in Rust.
- Developed the IEEE 802.1w Rapid Spanning Tree (RSTP) convergence algorithm in Rust.

## Education

**Washington State University, B.S Computer Science** | Pullman, WA

Graduating May 2026

## Skills

**Languages:** Rust | C# | Python | Typescript

**Cloud & Observability:** Azure | Cloudflare | GitHub Actions | Grafana | ClickHouse | Prometheus

**Tools:** eBPF | CockroachDB | SQL Server | PostgreSQL | Docker