

Benjamin Schreiber

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Experienced full-stack developer skilled in building C# ASP.NET backends, TypeScript and Vue frontends, and SQL Server databases within an Azure environment. Proficient in QA testing through Test-Driven Development (TDD) and well-versed in the software development lifecycle, Agile methodologies, and DevOps practices. Passionate about learning and thriving in fast-paced environments.

Experience

Software Engineer Intern at IntelliTect

4/2024 - 8/2024

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

- Optimized search performance by implementing query indexing with Lucene.NET, enabling full-text indexing and efficient query execution with significantly reduced response times.
- Recreated a decade-old SQL Server database in .NET, enhancing data integrity and access speed and removing redundancies.
- Redesigned the front end with Vue.js and Vuetify to deliver a modern search engine UX.
- Migrated application infrastructure from AWS and OneDrive to Azure and Azure Blob Storage.
- Implemented Okta SSO for Microsoft and Google accounts in ASP.NET.

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

- Designed and implemented a full-stack application enabling large venues to host seamless real-time polls, trivia, and live events, leveraging .NET, Azure, SignalR, and SQL Server.
- Developed a real-time, dynamic word cloud in TypeScript that processed a sliding window of expiring votes via a native .NET concurrent queue, resizing and reshaping based on incoming data.

Software Engineer Intern at IntelliTect

6/2022 - 10/2023

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

- Developed a full-stack "File Sharing Library" in Flutter and .NET, integrating Azure Blob Storage for efficient file management and a SignalR channel for real-time updates, enabling teachers to share sheet music with students.
- Researched and integrated cutting-edge Flutter libraries Riverpod and GoRouter to modernize codebase and replace deprecated GetX stack.
- Addressed WebRTC layer issues, reducing network related dropped calls by over 80%.
- Established CI/CD pipelines in Azure DevOps, migrated Flutter frontend CI/CD to CodeMagic for Android and Apple builds, speeding up build time 2.3x.

Projects

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

2024 - Present

- 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

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

CI/CD: Github Actions | Azure DevOps Pipelines | CodeMagic

Extracurricular

Triangle Fraternity Founder & President (Internal)

2023 - Present