

# Brent A. Schroeter

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**Degree** B.S. Computer Science  
Univ. of Washington, 2019

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## Professional Experience

**Director of Technology @ Scholarship Junkies** March 2016–Feb. 2020  
*Scholarship Junkies leverages technology to provide free scholarship and college application coaching to students across the country.*

- Designed and shipped 2 iterations of refreshed essay review platform with drastically improved UX, privacy, and analytics. Led to roughly 2x efficiency per volunteer, and serves over 1,500 students. [Kubernetes, Node.js, TypeScript, React JS, Firebase]
- Shipped searchable scholarship database designed for up to 10<sup>5</sup> entries. [Kubernetes, Go, TypeScript, React JS, PostgreSQL]
- Designed and shipped web app for enterprise consulting client. Implementation included natural language pattern matching on job titles using a variation on nearest-neighbor. Implemented caching to exploit patterns in user inputs, improving performance and reducing client's API bill by up to 50%. At peak, served over 900 daily users. [Kubernetes, Python, SciPy, Redis]
- Designed and shipped 2017 website refresh for improved accessibility, branding cohesion, and content. [TypeScript, React JS]

**Advanced Development Programs Intern @ Blue Origin** Sept. 2018–Nov. 2018

- Studied novel strategies for data storage in hostile space environments.
- Conducted exploratory investigation of ML-assisted anomaly detection in time series data. [Python, Keras]

**Avionics Intern (Radiation Effects) @ SpaceX** June 2018–Sept. 2018

- Wrote test software and supported radiation test operations and analysis for avionics hardware supporting the NASA Crew Demo-1 mission. Completion within 2 weeks of orientation helped prevent weeks of costly schedule slip. [Python]
- Supported radiation test operations and analysis for multiple avionics components supporting the NASA Crew Demo-1, STP-2, and GPS III-2 missions, among others. Helped avoid weeks of delays by collaboratively troubleshooting issues off-site via phone.
- Contributed to and signed off on test reports, and supported Q+A in external review briefings with the U.S. Air Force.

**Avionics Intern (Radiation Effects) @ SpaceX** Sept. 2017–Dec. 2017

- Interfaced with 5+ teams to coordinate and monitor time-critical flight readiness test campaign for new avionics hardware.
- Wrote test firmware for new avionics hardware and assisted with seeking certification for flight. [C++, Python]
- Implemented scheduler to automate analysis tasks on compute cluster, enabling up to 20% increase in output fidelity. [Python]

**Software Engineering Intern @ TUNE** June 2016–June 2017 (covers 2 internship periods)  
*TUNE develops mobile ad-tech for multinational brands and ad networks and is one of the fastest growing software companies in Seattle.*

- Designed developer tools for interactive documentation of React codebase using syntax parsing. [Node.js, React JS]
- Researched, implemented, and evangelized CI/CD pipelines for products running on Amazon ECS. [Docker, Jenkins, shell]

## Free Time Projects

**Open Source Contributor @ Mozilla** Jan. 2020–Present

- Bug 1597322: Patched default hyperlink style for Firefox dark-mode UI. (Landed for release in Firefox 74.0.) [CSS]
- Bug 1577006: Submitting proposal to Firefox UX team to address edge case behavior of popup blocker. [JavaScript]

**Struct.MX** Oct. 2019–Present

- Configured and tested a personal SMTP / IMAP server. Sends and receives email that passed all standard TLS, DKIM, and SPF security checks. It can be tested by mailing an interview or job offer to email@example.com. [Postfix, Dovecot, certbot]

**AeroStructures Co-lead, Control Systems Engineer @ UWashington Hyperloop** Aug. 2015–Jan. 2017  
*SpaceX's Hyperloop competition challenges student-led teams to design and prototype radically fast and economical passenger vehicles.*

- Helped lead team of 60 undergraduates, Master's students, and working professionals to top 15 overall placement and top award for Safety Subsystem Design out of 1,200 international teams. [ANSYS Fluent, ANSYS Maxwell, SolidWorks, Abaqus]
- Architected, assembled, programmed, and debugged all low voltage vehicle electronic systems. [C, Python]
- Worked with researchers at NASA Glenn to review and refine the pyCycle fluid dynamics simulation library. [Python]

# Brent A. Schroeter: Addendum

## Testimonials

**Matt Adams**

Manager @ SpaceX

"Brent has performed exceptionally well in the Hawthorne Radiation Effects team and has received very positive feedback from various Avionics and Software engineers he's worked with throughout his internship. The team unanimously agrees that Brent would be an excellent fit for the Hawthorne Radiation Effects team, and he would be an excellent fit for any teams that have a demand for someone with Brent's software skills. He is an exceptional engineer, reliable teammate, and integrates well with the company culture. It would be a significant loss for SpaceX if we passed up on this top-notch engineer."

**Jesse Watson**

Manager @ TUNE

"I had the distinct pleasure of managing Brent for about a year while he was an intern at TUNE. Brent is one of those software developers that you can tell is going places. Fantastic attitude, soft skills, leadership skills, technical skills, seemingly natural instincts for how to build software systems, and completely self-motivated to deliver beyond expectations. I would have offered him a full time SDE role while he was still a sophomore in college! I would not hesitate to work with Brent again in the future, and would enthusiastically recommend him as a strong addition to any software team."

**David Coven**

CEO @ Scholarship Junkies

"Building a start-up is hard, and Brent's grace and adaptability are key to why we exist today. In the face of an existential shutdown, we turned to consulting to build a pathway towards sustainability. During negotiation, we lost 33% of our development time, we weren't at a place to add developers, and Brent was taking a full course load of advanced CS classes. Brent did what the best always do. They evaluate the terrain, assess their resources, and tactically approach the problem until the path is clear. Not only did Brent build a system more robust and higher performance than anticipated, but he finished design, implementation, and testing 25% ahead of schedule. From our time together, I've realized that one doesn't throw problems at Brent and expect solutions—expect a roadmap, comprehension of even the most nebulous details, and a system that solves for even the most granular details."

## Academics

**Academic Effort:** Received credit for 7 courses of Advanced Placement prior to entering university and earned Direct Admission to the Computer Science and Engineering department. This enabled completion of a B.S. degree within 3 years (9 academic quarters) while working 20–30 hours per week throughout the entirety of sophomore year and dedicating 20–40 hours per week to UWashingon Hyperloop or Scholarship Junkies at all times.

**Notable Coursework:** Calculus and Analytical Geometry III (4.0); the Hardware-Software Interface (3.8); Intro. to Embedded Systems (3.8); Machine Learning (3.9); Robotics and Planning (3.9); Rocket Propulsion (3.2)