

# Bryan Shook

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## EDUCATION

### GEORGIA INSTITUTE OF TECHNOLOGY, College of Computing

Atlanta, Georgia

*Bachelor of Science in Computer Science* | GPA: 4.0/4.0

Graduation Date: May 2026

**Concentration:** Intelligence / Systems & Architecture

**Relevant Coursework:** Machine Learning, High Performance Computing, Operating Systems, Compilers & Interpreters, OOP, Data Structures and Algorithms, Design & Analysis of Algorithms, Digital Design

## RELEVANT EXPERIENCE

### Amazon Personalization

Irvine, California

*SDE Intern*

May 2025 – August 2025

- Designed a configurable, bulk data ingestion pipeline that reduced the time for developers to onboard new ML model features from 6 weeks to one day.
- Developed a low-latency online featurization component that allows developers to configure which features to use during inference.
- Utilized AWS Glue to perform offline ETL.
- Conducted feature engineering experiments by introducing a 158% increase in features, performed feature importance analysis and distribution studies, and evaluated model performance through key metrics.

### Amazon Search

Palo Alto, California

*SDE Intern*

May 2024 – August 2024

- Leveraged AWS and Amazon internal technologies to improve developer and customer experience on a Search Internal service.
- Provided continuous integration and continuous development by facilitating automatic deployments to production upon code changes, improving code change to deployment time from 30 minutes to 2 minutes.
- Migrated front-end to a standardized internal hosting platform which reduced overhead and development time.
- Rewrote legacy front-end to utilize modern design systems and recommended React and CSS practices.
- Utilized AWS CDK to define cloud infrastructure such as S3, Dynamo DB, and API Gateway.

### Georgia Institute of Technology, College of Computing

Atlanta, Georgia

*Undergraduate Teaching Assistant – Computer Organization & Programming*

January 2025 – Present

- Directly led two weekly labs for 50 students involving lecture topics, software setup, and real-time programming demonstrations.
- Supported 800 students by holding 3 hours of weekly office hours and answering forum posts.

## PROJECT EXPERIENCE

### Android Application

August 2024 – December 2024

- Developed a travel planning application using Android Studio and Firebase.
- Facilitated community interaction through a built-in forum page where users can post plans and get feedback.

### Roblox Game Development

April 2023 – August 2023

- Created a Lua-based Roblox platformer where players can compete with other players, or game AI.
- Modeled and textured low-poly assets with Blender.

## SKILLS

**Programming:** Java, Python, React, Typescript, HTML, AJAX, Lua, C

**Software:** Git, AWS, CDK, Roblox Engine, Blender, VSCode, IntelliJ, Linux