

Bryan Shook

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY, College of Computing

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

Atlanta, Georgia

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