Blake C. Burnley

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY, Atlanta, GA   **Expected May 2027**

Bachelor of Science in Computer Science, Minor of Law, Science and Technology   GPA: 3.27

Relevant Course Work:	Machine Learning, Intro to AI, Data Structures and Algorithms, Technical Communication, Design and Analysis of Algorithms, Applied Combinatorics, Differential Equations

EXPERIENCE

Edinburgh Marlins Swim Team | Suwanee, GA   *May 2023 – August 2023*

Swim Instructor, Assistant Head Coach

- Provided focused watch over an average of 60 children ranging from 4-18 years old per 6 to 8-hour shift.

Conducted swim lessons with up to 8 kids at a time working with over 40 kids a day.

- Trained and managed junior coaches while managing the facilities and equipment.

Metro Atlantic Aquatic Club | Atlanta, GA   *May 2024 – August 2025*

Swim Instructor, Assistant Coach

- Supervised and provided personalized feedback to children and adults aged 6 to 18, ensuring skill

development and safety. Managed organizational responsibilities for large groups during both early

and late hours.

Projects

Community Transportation App | Ongoing Team Project with Non-Profit, Peoplestown Atlanta
- Collaborating with a team of 4 to design a mobile application that connects residents with local community transportation services
- Partnering with a non-profit organization to identify community needs, ensuring accessibility, usability, and long-term sustainability
- Driving community engagement by translating feedback into practical app features that reduce mobility barriers and strengthen local resource access

Dual Meet Lineup Builder | Personal Project

- Built a web-based tool to generate optimal swim meet lineups using data scraped via Selenium and processed with pandas.
- Designed assignment algorithms for individual and dual meets to maximize performance and strategic outcomes.
- Deployed a containerized Flask API with a responsive front end, supporting customizable configurations and multi-format exports.

Fly Swatter | School Project

- Developed a fast-paced GameBoy Advance game in C using the GBA engine.
- Implemented core gameplay features including sprite animation, collision detection, and timed scoring mechanics.
- Added high-score leaderboard functionality with player name entry to enhance replay value.

LEADERSHIP

NCAA Division I Georgia Tech Swimming   **Atlanta, GA**
Student-Athlete/Captain   *August 2023 – Current*
- Appointed to Georgia Tech Swim and Dive Team Captain and coordinated meetings and recruiting with peers and coaches
- Spent 20+ hours per week training

SKILLS

Languages:	Python, Java, JavaScript, HTML, C
Libraries/Frameworks:	NumPy, React, Pandas, Matplotlib, Firebase, Flask
Tools:	Stacks, GitHub, Agility, Jira, Android Studio, LaTex
Communication:	Comfortable with communicating and working with large groups and presenting data and information to clients in both technical and non-technical terms