Jack Shelata

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Summary

Software Engineer with 5+ years of experience building large-scale data platforms and distributed systems. Owned ETL and analytics services supporting millions of daily jobs at scale. Led platform migrations improving performance and reliability. Strong in system design, operational excellence, and cross-team execution with a bias toward ownership and impact.

Experience

SOFTWARE DEVELOPMENT ENGINEER II, AMAZON; NEW YORK, NY – OCTOBER 2022 - PRESENT

- Owned end-to-end design and delivery of an event-driven orchestration service that synchronized 100k+ evolving datasets into a unified analytics platform, leading design and security reviews, delegating implementation across 6 engineers, and delivering live demos to leadership to enable secure, self-service subscription, access approval, and lifecycle management.
- Integrated 7 production services across 5 teams to automate dataset access and provisioning for ~10k cloud accounts, coordinating stakeholders through launch readiness to reduce onboarding from 13 manual steps (~1 hour) to a 2-step, ~5-minute process and eliminate daily on-call tickets.
- Drove production migration of a large-scale ETL platform to the latest Spark runtime, improving performance by up to ~20% across ~2M daily jobs and enabling retirement of legacy components.

SOFTWARE DEVELOPMENT ENGINEER, AMAZON; DETROIT, MI – AUGUST 2020 - SEPTEMBER 2022

- Implemented a custom Spark connector enabling fine-grained, cell-level access control for internal datasets leveraging AWS Glue / Lake Formation, replacing manual dataset duplication and becoming the primary read path for the ETL platform and other Spark-based compute environments.
- Led incident mitigation and root cause analysis for a high-throughput proxy service (~20k TPS), identifying and fixing a shared rate-limiting bug and presenting findings to senior and principal engineers to eliminate recurring latency incidents.
- Developed and operated ETL compaction pipelines for thousands datasets in one of Amazon's largest internal data catalogs, generating partition-level snapshots optimized for analytics with a P99 SLA of ~1 hour.

SOFTWARE ENGINEERING INTERN, COMAU; DETROIT, MI – SUMMER 2018 AND 2019

- Created an open-source C++ library for controlling an educational robot and an anomaly detection system using vibration sensor data to predict industrial equipment failures, deployed with Stellantis.

Education

University of Michigan, Ann Arbor, MI – B.S.E. Computer Science, May 2020

Skills

Languages: Java, Scala, Kotlin, Python, TypeScript, SQL, C++

Distributed Systems & Data: Spark, large-scale ETL platforms, workflow orchestration, event-driven systems, RESTful services

Cloud & Infrastructure: AWS (EMR, S3, Lambda, SQS, DynamoDB)

Operations & Reliability: Performance optimization, rate limiting, incident response, capacity planning

System Design & Leadership: System design, cross-team coordination, CI/CD, observability, mentoring and onboarding engineers, technical presentations and knowledge sharing