

Matthew R. McBrien

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OBJECTIVE

Seeking a position as a software development engineer that will leverage my studies as a graduate student and my experience at Amazon Web Services in order to help design and build highly scalable and available systems.

EDUCATION

Georgia Institute of Technology

Bachelor of Science, Computer Engineering, December 2018 a

- G.P.A. 3.96/4.0

Georgia Institute of Technology

Candidate for Master of Science, Electrical and Computer Engineering, May 2020

- Graduate Teaching Assistant
 - Spring 2019: Dr. Conte's Advanced Computer Architecture

EXPERIENCE

Amazon Web Services

Seattle, WA

Software Development Engineer Intern

Summer 2018 & Summer 2019

- Upgraded internal AWS Lambda architecture to reduce latency for customers when creating new event source mappings for stream-based event sources.
- Created system for measuring customer-centric latency which showed a 91% reduction as a result of new architecture.
- Currently researching and designing internal change to reduce customer overhead and cost for poll-based event sources.

Procter & Gamble

Cincinnati, OH

Product Supply Engineer Intern

Summer 2017

- Created a VB.NET program to export data from a large XML database to a human readable spreadsheet, resulting in increased efficiency when designing new products.
- Developed program to automate transfer of design information to line data, rolled out technology to three major manufacturing plants.
- Worked with engineers to plan new file management system for product designs and developed application to aid in updating of internal files.

SKILLS

Java

- *Classroom* and *Professional* experience.
- Designed internal AWS architecture to respond to real-time customer events at any scale.

Python

- *Classroom* and *Professional* experience.
- Designed internal tools at Procter & Gamble to increase productivity and automation.

Others

- C, C++, MatLab, Raspberry Pi, Mbed, Unix.

INTERESTS

Running

- NCAA Division I Cross Country and Track & Field athlete for Georgia Tech.

Reading

- Recently completed *Infinite Jest*!

Game Design

- Designed games using GameMaker, PyGame, and Javascript.
- My first Javascript game is live on my [website](#).