

SWETA VOODA

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EDUCATION

Georgia Institute of Technology - Atlanta, Georgia

Aug 2023 – May 2025

Master of Science in Computer Science, Specialization: Computing Systems – GPA: 3.8/4

- **Courses:** Advanced Operating Systems, Database Implementation, High Performance Computer Architecture, Computer Networks

Keshav Memorial Institute of Technology - Hyderabad, India

Aug 2018 – Aug 2022

Bachelor of Technology in Information Technology - CGPA: 8.3/10

- **Awards:** Best Outgoing Student of Batch 2022

WORK EXPERIENCE

AWS, Control Tower | Software Development Intern

September 2024 – December 2024

- Designed, Built, and deployed a solution to resolve a security issue in the drift detection of the service using AWS Lambda, SQS, and SNS, performing security reviews, ORRs, and collaborating with stakeholders for a seamless release.

Sigma Computing | Software Development Intern

June 2024 – August 2024

- Designed and implemented Microsoft Teams as an export destination, enabling scheduled exports to SharePoint and a custom bot for automated messaging, projected to handle **35M exports annually** and contribute **\$48M in ARR**.

Amazon, Alexa Subscriptions onboarding | Software Development Engineer

July 2022 – July 2023

- Developed a Lambda-SQS service processing up to **460K messages/day** for **1.3M customers**.
- Innovated a metric factory to track previously undetected error metrics which led to a **72% reduction of system failures**, established automated monitoring, and enhanced code quality and operational efficiency.
- Single-handedly executed UI improvements using JSP, JSTL, Ajax, Amazon UI components as an away team project, that contributed to a **17.8% surge in Purchase Completion rates** optimizing user experience and compliance.
- Collaborated globally to **defend a DDoS attack** by identifying and blocking suspicious IPs, bolstering security, and user experience.
- Successfully **retrieved 67% of lost business dashboard data** utilizing strategic backfill solutions with **SQL and Redshift**.

Adobe Systems | Product Intern

May 2021 – August 2021

- Designed and developed a high-throughput email campaign service by implementing Redis as a secondary cache, Addressed design aspects such as redundancy, concurrency, cache levels, eviction policies, and cache coherency.

RESEARCH PROJECTS

pgvector-remote a PostgreSQL extension to support multiple Vector Databases

January 2024

C | PostgreSQL | pgvector | VectorDB

- [pgvector-remote](#) is an extension designed to effortlessly incorporate remote vector stores, like Pinecone and Milvus, into pgvector. Implemented advanced batch insertions and query optimizations like metadata filtering and multicolumn indexing; VACUUM and LIMIT operations. Benchmarked on Big-ANN-Benchmarks and published our project to community – [Article written](#).

LangCache Semantic Caching Library for LLM Queries

November 2023

Python | Database - Query optimization | Cache | OpenAI

- Created [LangCache](#), a semantic caching library for LLMs addressing drawbacks of **GPTCache** by implementing dynamic threshold adjustment. Improved workflow by **query optimization** through storage and indexing solutions **improving performance by 30%**.

TECHNICAL SKILLS

- **Programming languages:** Java, C++, C, Python, Kotlin, Scala, Rust, Go; **HPC:** OpenMP, MPI, gRPC;
- **Web Development:** HTML/CSS, JavaScript, Angular, React, Spring MVC, GraphQL; **Compute Schedulers:** Slurm
- **Databases:** MySQL, PostgreSQL, SQLite, MongoDB, CockroachDB; Redis ;**VectorDBs:** pgvector, Pinecone, Milvus, ChromaDB
- **Networking:** OSPF and BGP configuration, P4; **AWS:** CDK, RedShift, Dynamodb, AWS Lambda, CloudWatch, S3; Docker

SELECT PROJECTS

Cache Architecture Simulator

February 2024

C++ | Cache | Computer Architecture

- Designed and developed a C++ cache simulator, with L1 and L2 caches, diverse cache sizes, associativity, advanced prefetching techniques and replacement algorithms. Rigorously evaluated across multiple workloads to find the best configuration.

MapReduce Framework Development

December 2023

C++ | gRPC

- Implemented the MapReduce framework for processing large text files using gRPC in C++. Optimized performance through file sharding and asynchronous completion queues, ensuring dynamic workload distribution and resource efficiency.

Implementation of Barrier Synchronization algorithms using OpenMP and MPI

October 2023

OpenMP | MPI | C | Slurm

- Implemented advanced barrier synchronization algorithms using OpenMP and MPI in C, drawing inspiration from Mellor-Crummey and Scott's research. Conducted comprehensive experiments analyzing algorithm behavior and performance in-depth.

Dynamic Resource Management for Virtual Machines

September 2023

libvirt | C | CPU and Memory Virtualization

- Developed a vCPU scheduler and memory coordinator using C and 'libvirt' toolkit to dynamically manage resources for VMs, for load balancing, memory ballooning, and efficient resource allocation, while ensuring optimal performance and stability.