Shivani Firodiya

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EDUCATION

Indiana University Bloomington, Indiana, United States

Master of Science in Computer Science

Pune Institute of Computer Technology, Pune, India

B.Engg in Computer Engineering

TECHNICAL SKILLS

- Programming Languages: Python, Java, JavaScript, TypeScript, C, C++, SQL, Shell Scripting, HTML, CSS, Bash
- Frameworks & Platforms: Docker, Kubernetes, AWS (EventBridge, Glue, DynamoDB, S3), GCP, CI/CD, MongoDB, MySQL, Flask, Node.js, React, Next.js, FastAPI, Bootstrap, JQuery
- Big Data & Analytics: Apache Spark, Amazon Spektr, Glue ETL, Distributed Caching Systems, Real-time Dashboarding
- Tools & Practices: Git, Jenkins, Agile, SonarQube, Pytest, Playwright

WORK EXPERIENCE

Amazon, New York - Software Development Engineer - II

July 2020 - Present

- Launched Sponsored Display across 11 new markets, driving +15% advertiser adoption within 6 months; enabled configdriven launch for future markets.
- $\bullet \ \ \text{Re-architected a monolith into 4 microservices}, \ \text{cutting } \mathbf{OpEx} \ \mathbf{by} \ \mathbf{20\%} \ \text{and boosting deployment frequency to weekly}.$
- $\bullet \ \ {\rm Cut} \ \ {\rm ad\text{-}serving} \ \ {\rm latency} \ \ {\rm by} \ \ {\bf 50\%} \ \ {\rm via} \ \ {\rm a} \ \ {\rm high\text{-}throughput} \ \ {\rm cache} \ \ {\rm it} \ \ {\rm rate} \ \ {\rm and} \ \ {\rm reduced} \ \ {\rm API} \ \ {\rm latency} \ \ {\rm by} \ \ {\bf 2s}.$
- Built geo-targeting (radius/city/postal code) enabling audience reach by location for advertisers not selling on Amazon, driving 32% adoption.
- Designed and built a unified platform enabling hardware engineers to manage all parts' operations in AWS data centers from a single interface, improving efficiency and workflows.
- Collaborated on migrating ad performance analytics pipelines to **Spektr**, Amazon's unified, privacy-compliant data catalog, by implementing **Glue ETL jobs** standardizing data access and analytics.
- Delivered an MCP server with Amazon Q retrieval that auto-suggests related tickets and downstream queries, speeding incident triage and lowering L3 load.
- Automated **DynamoDB** retention via **Amazon EventBridge**-triggered **AWS Glue** jobs, deleting around **1TB/month** stale data and saving **60**% in operational costs.

VISA, Foster City, California - Sr. Software Engineer Intern

May 2019 - Aug 2019

- Built real-time dashboards to monitor divisional team progress, improving manager and GTM visibility on feature launches.
- Increased code coverage across the product, cutting quality issues by 80% and enhancing long-term maintainability.

IBM, Pune, India - Associate Software Engineer

July 2017 - July 2018

- Migrated a legacy file-based IBM product to a high-performance SQL database, improving latency by 40% and reducing operational overhead by 30%.
- Containerized IBM Sterling B2B Integrator (B2Bi), cutting team setup time and ensuring consistent, replicable production deployments.

IBM, Pune, India - Software Developer Intern

Sept 2016 - April 2017

- Developed a **PoC** replacing **Apache Solr** with **MongoDB** in IBM's Contract Management product, improving query performance and scalability.
- Automated workflows with Bash and Python scripting, cutting manual processing time by 60%.

PROJECT EXPERIENCE

ParGrep Aug 18 – Dec 18

C, POSIX Pthreads

Developed a parallelized file search utility in C using POSIX threads; achieved 50% faster search performance compared to GNU grep.

Audio Sentiment of Telephonic Conversation

Aug 18 – Dec 18

Python, Gaussian Mixture Models, Clustering, Deep Neural Networks, RAVDESS Dataset

- Implemented speaker source separation using Gaussian Mixture Models and clustering algorithms.
- Trained a DNN model on RAVDESS dataset to perform sentiment analysis on separated audio sources.

Xodia - AI Bot Competition Platform

July 14 - May 17

Django, Python, Sandbox Security, Web Rendering

- Engineered a platform for competitive gaming between user-programmed bots, allowing real-time match viewing and automated code deployment.
- Developed a judging system with sandboxing, validation, and server-side rendering using Django for three distinct games: Enthronement, Grow, and Ensquare.

PUBLICATIONS