NAEEM QUDDUS

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EXPERIENCE

Amazon   August 2022 - February 2024
Software Development Engineer - Amazon Bedrock Responsible AI   *Seattle, WA*

· Founding member of the ResponsibleAI team under the Amazon Bedrock Foundational LLM org that ensured the safe and responsible use of AI within Amazon. Designed the content moderation service API and infrastructure from the initial requirements and remained key developer past product launch.
· Developed the moderation service and supported its expansion across 7 global regions, serving up to 120 transactions per second. The service detects toxicity, profanity, personally identifiable information, bias, malicious intent, privacy violations, or copyrighted material in user inputs and Bedrock LLM continuations.
· Implemented a pipeline to build and deploy ML model binaries and accompanying inference to Sagemaker endpoints to minimize deployment time of new versions of each model.
· Key developer in the Memorization Suppression project to detect and suppress copyrighted and sensitive material from LLM generations. Designed library to parse and index data into Amazon Opensearch Service clusters at petabyte scale including operational backup and restoration.
· Created the dynamic configuration system of the service allowing for filter and model configuration changes across all regions and production stages in sub second time frames.
· As the team expanded from two to ten members, lead learning sesions for the ResponsibleAI team, scheduling and guiding efforts to educate newer members about specific projects and the technologies used.
· During Amazon Bedrock product launch, served as the lead for the operational readiness and application security reviews for the Content Moderation Service. Ensured service was ready for production by ensuring test coverage, integration testing, canaries, dashboards, alarms and security met Amazon Tier 1 product standards.
· Directed the expansion of the content moderation service to Govcloud protected partition, serving as the lead and primary developer, extending the bedrock LLM to customers adhering to ITAR, FedRAMP and other regulations.

Oculus VR - Meta   June 2017 - May 2018
Software Engineer - Oculus Mobile App Team   *Menlo Park, CA*

· Built and launched Oculus Go and Oculus Quest companion app on iOS and Android platforms, driving 1.2 million app downloads within the first year and bolstering sales of over a quarter million headsets in the first quarter.
· Worked full stack on both React native front end app and Bluetooth protocols for enhanced connectivity.
· Crafted and iterated on the first-time user experience, amplifying user engagement and retention.
· Designed and developed Oculus mobile GDPR compliance process, safeguarding against billion-dollar fines and ensuring regulatory adherence.

EDUCATION

University of Texas, Austin   *May 2017*
B.S. in Computer Science · Turing Scholars Honors Program
Overall GPA: 3.85

TECHNICAL STRENGTHS

Proficient	Java, Javascript, React Native
Familiar	Python, C/C++, Bash
Tools	Git, Vim, Guice, Dagger, GraphQL/Relay, Redux
AWS	Lambda, Sagemaker, S3, IAM, OpenSearch, CDK, Pipelines, Cloudwatch