

# Sol Toder

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## Academics

**Rensselaer Polytechnic Institute, Troy, NY** ❖ August 2014 — present  
*Dual Major: Computer Science ❖ Games and Simulation Arts and Sciences*

**SAT** October 2013 ❖ Score: 2370/2400

**SUNY Ulster, Stone Ridge, NY** ❖ August 2012 – May 2014 ❖ Final GPA: 3.9/4.0  
*Completed early college coursework while in high school*

## Work Experience

**Interactive Design and Programming Intern: IBM, Yorktown Heights, NY**

May 2018 — August 2018

- ❖ Optimizing and developing an app that displays the data collected and generated by The Jefferson Project in a 3D real-time environment.
- ❖ Interfacing with other members of The Jefferson Project research team on their goals for the app and on my requirements to make them happen.

**Game Designer and Programmer: Outreach of the Jefferson Project at Lake George**

September 2017 — May 2018

- ❖ Porting the educational desktop game World of Plankton to tablet and touch controls.
- ❖ Optimizations for intuitive controls, ease of use, and player enjoyment.
- ❖ Continued development for a museum release.

**Day Instructor, Overnight Counselor: iD Tech Camps, Headquarters: Campbell, CA**

*Work Locations: Western Connecticut State University, CT; Wesleyan University, CT*

June 2016 — August 2016, June 2017 — August 2017

- ❖ Teaching programming and game design to classes of children ages 10-15.
- ❖ Assisting students with ideas and problems in their projects.
- ❖ Writing up diplomas recording students' progress.
- ❖ Mentoring students during activities, overnight sessions.

## Technical Skills

*Major Experience:* JavaScript, Python, C#, HTML5, CSS, Unity, Java, C/C++

*Minor Experience:* Shader code, z/OS, Assembly

## Awards and Competitions

**IBM Master the Mainframe, Completed Parts 1, 2, and 3** ❖ 2017