

# Sol Toder

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## Academics

**Rensselaer Polytechnic Institute, Troy, NY** ❖ August 2014 — December 2019

*Dual Major:* Computer Science ❖ Games and Simulation Arts and Sciences

## Work Experience

**Software Engineering Co-op: Vicarious Visions / Activision, Albany, NY**

May 2019 — December 2019

- ❖ Designing, developing, and extending a data-driven UI framework for a currently unannounced game in clean C++ with an agile UI team.
- ❖ Building and programming the user interface of the game using this framework and the tools produced by myself and the rest of the team.
- ❖ Meeting regularly with artists and designers as the design of the UI developed to provide feedback and determine their needs.
- ❖ Doing solo work on complex systems within the UI, such as the mapping system in a procedural game world. Interfacing with multiple departments to determine the best design and technical approach. Writing up comprehensive documentation of the systems for future developers. Continuing support of the systems as design evolved.

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

May 2018 — August 2018

- ❖ Optimizing and developing an interactive program built with Unity and C# that displays the data collected and generated by the Jefferson Project in a 3D real-time environment.
- ❖ Working with other members of the Jefferson Project research team to determine their requirements for the data viewer and the resources and data I would need to achieve them.

**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 control, ease of use, and player enjoyment.
- ❖ Continued development for a museum installation.

**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.

## Technical Skills

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

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