Sol Toder

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(845) 376-2497 ❖ 298 Plutarch Road, Highland, NY 12528

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

- ❖ Developing and assisting in the design of the UI engine for a currently unannounced game in clean C++ with a small, agile UI team.
- ❖ Designing, building, and programming the user interface of this game, using the tools produced by myself and the rest of the team.

Interactive Design and Programming Intern: IBM, Yorktown Heights, NY
May 2018 — August 2018

- ❖ Optimizing and developing an app using Unity and C# 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.
- ❖ Mentoring students during activities, overnight sessions.

Technical Skills

Major Experience: C/C++, JavaScript, Python, C#, HTML5, CSS, Unity, Java
Minor Experience: Shader code, z/OS, Assembly