

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