

Scott Todd

SKILLS

Languages	C, C++, Java, JavaScript, Python, C#, Objective-C
Platforms	Linux, Windows, macOS, Web, Android, iOS
Technologies	MLIR, Vulkan, OpenGL, WebGPU, WebGL, Unity3D

EXPERIENCE

AMD	<i>Member of Technical Staff</i>	Seattle, WA	2024-Present
<i>IREE</i> - A retargetable MLIR-based machine learning compiler and runtime toolkit			

Google	<i>Senior Software Engineer</i>	Seattle, WA	2015-2024
<i>IREE</i> - A retargetable MLIR-based machine learning compiler and runtime toolkit			
<ul style="list-style-type: none"> • Developer experience - documentation, samples, profiling tools, and infrastructure • Advanced integrations - Vulkan, WebGPU, bare metal 			
<i>Google Clips</i> - A hands-free camera for helping people record genuine moments of their lives			
<ul style="list-style-type: none"> • Developed cross platform, interactive video streaming and rendering for development tools and production apps • Devised realtime techniques for correcting wide angle camera lens distortion and stabilizing handheld video 			

Google	<i>Software Engineering Intern</i>	Seattle, WA	Summer 2014
<i>Web Tracing Framework</i> - Open source tool for profiling and analysis of complex web apps			
<ul style="list-style-type: none"> • Added interactive WebGL analysis tools augmenting recording and playback features 			

MITRE	<i>Software Engineering Intern</i>	Bedford, MA	Summer 2011-2013
<i>Non-profit research and development for government agencies</i>			
<ul style="list-style-type: none"> • Built automated analysis tools for a computer vision system • Deployed interactive social media visualizations for exploring network activity 			

Zen Entertainment	<i>Intern</i>	Framingham, MA	Summer 2010
<i>Online poker vendor</i>			
<ul style="list-style-type: none"> • Maintained internal testing environments, automated new test procedures 			

EDUCATION

Rensselaer Polytechnic Institute	GPA: 4.00	Troy, NY	Graduated May 2015
Bachelor of Science in Computer Science			
Bachelor of Science in Games and Simulation Arts and Sciences			

PROJECTS

My project work can be viewed at scotttodd.github.io