scott.todd0@gmail.com

Scott Todd

SKILLS

Languages	Skilled with: C++, Java, JavaScript, Python Familiar with: C#, Objective-C
Platforms	Linux, Android, iOS, Windows
APIs and Tools	OpenGL, WebGL, Unity3D

EXPERIENCE

Google *Software Engineer* Seattle, WA 2015-Present
- Built cross platform interactive video streaming and rendering technology for Google Clips, a hands-free camera that helps people record genuine moments of their lives
- Devised realtime techniques for efficiently correcting for camera lens distortion and stabilizing handheld video footage
- Developed with OpenGL, C++, Java, JavaScript, Objective-C, Android, and iOS

Google *Software Engineering Intern* Seattle, WA Summer 2014
- Added interactive WebGL analysis tools to the open source Web Tracing Framework, augmenting existing WebGL recording and playback functionality
- Developed with JavaScript, Closure Tools, and WebGL

MITRE *Software Engineering Intern* Bedford, MA Summer 2013
Non-profit research and development for government agencies
- Architected and developed an extensible, robust, and automated research framework for a computer vision system, enabling researchers to analyze complex mathematics
- Developed with Python, C++, Qt, Git, and Jenkins

MITRE *Software Engineering Intern* Bedford, MA Summer 2012
- Implemented and deployed interactive social media visualizations which enabled employees to easily explore social activity and find groups and connections
- Developed with JavaScript, HTML, MySQL, Java, Python, and Git

MITRE *Software Engineering Intern* Bedford, MA Summer 2011
- Researched interactive social media visualizations of internal organization data
- Developed with Processing, Ruby, and Git

Zen Gaming *Intern* Framingham, MA Summer 2010
Leader in online poker
- Kept internal testing environments up-to-date, expanded test functionality
- Developed with JavaScript, HTML, and VBScript

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