Scott Todd

SKILLS

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

EXPERIENCE

AMD   *Senior Member of Technical Staff*   Seattle, WA   2024-Present
  ROCm - Open software stack for GPU programming
  - Windows enablement, build, test, and release engineering for ROCm and PyTorch
  IREE and SHARK AI - Machine learning inference libraries powering cutting edge models
  - Supported 80 developers across 6 projects through build, test, and release engineering

Google   *Senior Software Engineer*   Seattle, WA   2015-2024
  IREE - An open source, portable machine learning compiler and runtime toolkit using MLIR
  - Developer experience: documentation, samples, profilers, and infrastructure
  - Maintainer for advanced integrations: Vulkan, WebGPU, CPU, bare metal
  Google Clips - A hands-free camera for helping people relive precious moments of their lives
  - Developed cross platform, interactive video streaming and rendering libraries for research studies, development tools, and production applications
  - Devised realtime techniques for correcting wide angle camera lens distortion, stabilizing handheld video, and exporting media files

Google   *Software Engineering Intern*   Seattle, WA   2014
  Web Tracing Framework - Open source tool for profiling and debugging complex web apps
  - Added interactive WebGL analysis tools augmenting recording and playback features

MITRE   *Software Engineering Intern*   Bedford, MA   2011-2013
  Non-profit research and development for government agencies
  - Built automated analysis tools for a computer vision system
  - Deployed interactive social media visualizations for exploring network activity

Zen Entertainment   *Intern*   Framingham, MA   2010
  - Maintained automated testing environments for online poker clients

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