SKILLS

Languages Proficient in: C++, Python

Familiar with: C#, C, JavaScript, Java

Platforms Linux. Windows

APIs OpenGL, WebGL, OpenCV

Tools Git, Subversion, Unity3D, Jenkins CI

EXPERIENCE

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
- Added real-time plotting of computed statistics to an existing research tool
- Developed with Python, C++, Qt, Groovy, Git, Jenkins, JIRA, and Linux

MITRE Software Engineering Intern Bedford, MA Summer 2012

- Implemented and deployed interactive social media visualizations showcasing impact and collaboration across MITRE
- Enabled employees throughout the company to easily view social activity and find both groups and connections of potential interest
- Developed with JavaScript, HTML, MySQL, Java, Python, Git, and Elgg

MITRE Software Engineering Intern Bedford, MA Summer 2011

- Researched interactive social media visualizations of internal organization data
- Explored Android development using the GumStix platform
- Developed with Processing, Ruby, Virtual Machines, Git, and Android

Zen Gaming Intern Framingham, MA

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 Graduation May 2015

Bachelor of Science in Computer Science

Bachelor of Science in Games and Simulations Arts and Sciences

PROJECTS

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