

# Scott Todd

## SKILLS

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**Languages** C, C++, Java, JavaScript, Python, C#, Objective-C

**Platforms** Linux, Windows, macOS, Web, Android, iOS

**APIs and Tools** Vulkan, OpenGL, WebGPU, WebGL, Unity3D

## EXPERIENCE

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**Google** Senior *Software Engineer* Seattle, WA 2015-Present

*IREE* - A retargetable MLIR-based machine learning compiler and runtime toolkit

- Developer experience - documentation, samples, profiling tools, and infrastructure
- Advanced integrations - Vulkan, WebGPU, bare metal

*Google Clips* - A hands-free camera for helping people record genuine moments of their lives

- 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** *Software Engineering Intern* Seattle, WA Summer 2014

*Web Tracing Framework* - Open source tool for profiling and analysis of complex web apps

- Added interactive WebGL analysis tools augmenting recording and playback features

**MITRE** *Software Engineering Intern* Bedford, MA Summer 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 Summer 2010

*Online poker vendor*

- Maintained internal testing environments, automated new test procedures

## EDUCATION

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**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

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My project work can be viewed at [scotttodd.github.io](https://scotttodd.github.io)