

Tyrin-Ian Todd

tytodd@mit.edu | 814-876-0124 | **Personal Site:** tyrin.netlify.app | www.linkedin.com/in/tyrin-ian-todd

EDUCATION

Massachusetts Institute of Technology (MIT), **Cambridge, Massachusetts**
Major: *BS in Computer Science, AI, and Decision Making. Concentration in Autonomous Machines* **June 2025**
Relevant Coursework: Advances In Computer Vision, Robotics: Science and Systems, Machine Learning, How to Make (Almost) Anything, Algorithms 1, Interconnected Embedded Systems, Mobile Autonomous Systems Lab, Fundamentals of Programming, Design and Manufacturing, Toy Product Design
GPA: 4.4/5.0

WORK EXPERIENCE

MIT Earth Signals and Systems Group **Cambridge, MA**
Research Assistant *October 2023 - Present*

- **(Machine Learning and PyTorch)** Trained a computer vision model that can measure soil salinity via satellite imagery.

Bloomberg **New York, NY**
Software Engineering Intern *Summer 2023*

- **(React JS Node JS)** Created a library with documentation to seamlessly integrate OpenTelemetry into Bloomberg web apps. The library successfully integrated OpenTelemetry into Bloomberg's videoconferencing software, ROOM.

Boeing **St. Louis, MO**
Software Engineering Intern *Summer 2022*

- **(C++)** Designed and implemented software tools used by several engineers to process the satellite images that are used in Boeing's flight simulator.

WePlate **Cambridge, MA**
Frontend Developer *2021-2022*

- **(React Native)** Created several features for the WePlate app, a nutrition start-up that focuses on helping college students reach their health goals through their campus dining halls.

LEADERSHIP EXPERIENCE

MIT New House Student Government **Cambridge, MA**
Makerspace Chiar *2023-Present*

- Oversee a \$10,000 budget to maintain the maker space in the New House residence hall

PROJECTS

Semi-Autonomous Robot *Spring 2023*

- **(C++)** Designed, fabricated, and programmed a semi-autonomous robot for MIT's 2.S007 semi-autonomous robotics competition class. Took third place in the entire class
- Link: <https://tyrin.netlify.app/blog/2s007>

Dimension 3D *2022-Present*

- **(C#)** Used Unity to develop a 3-dimensional board game called Dimension. In Dimension, two players move right-triangular prisms around to achieve a certain 2-dimensional projection of the board on their side.
- Link: https://tyrin.netlify.app/blog/dimension_3d

SKILLS

-
- Programming: Python, Javascript/React, C/C++, C#, React, IoT Native, Java, SQL
 - Robot Operating System 2 (ROS2)
 - MCAD/ECAD (Onshape, Inventor, Fusion)
 - Fabrication and Prototyping