

# Scott Todd

scott.todd0@gmail.com

## SKILLS

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**Languages** Skilled with: C++, Java, JavaScript, Python  
Familiar with: C#, Objective-C

**Platforms** Linux, Android, iOS, Windows

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

## EXPERIENCE

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**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

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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](http://scotttodd.github.io)