Tobin Cavanaugh

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Dear Hiring Manager,

I am Tobin Cavanaugh, I'm a dedicated and innovative student pursuing a Bachelor of Computer Science at the University of Mary, with a strong passion for game development and low level programming. I am excited to apply for the Software Engineering Intern - Undergraduate role at PlayStation's Product UX & Tooling team, as it aligns with my skills, experiences, and career aspirations.

During my Metrology Internship at Electroimpact, I engineered a full GUI application for precision controlling and measuring with laser trackers. This is likely the best example of my skills programming GUIs. I made the UI using windows forms with a frontend and backend both written in C#. I also prototyped alternative UIs using Electron, with a frontend in JavaScript, however it did not fit my needs.

In my personal projects like 'Upon The Wind' and projects like 'sstr.h' and 'fstr', I demonstrated my expertise in C programming, game development, and creating high-performance software libraries. I made a custom GUI in 'Upon The Wind' using the Unity game engine, which was effective and player facing. My experience with Unity, JavaScript, and performant programming makes me a good choice for single page JavaScript programming.

I am confident that my technical skills, problem-solving abilities, and passion for learning complex systems make me a perfect fit for this internship. I am excited about the opportunity to work with the at PlayStation and contribute to the cutting-edge projects in cloud gaming innovation.

Thank you for considering my application. I am looking forward to the possibility of bringing my skills and enthusiasm to the PlayStation team. I am available for the entire 12-week internship period and am excited about the potential to learn and grow with PlayStation.

Thanks,
Tobin Cavanaugh