TOBIN CAVANAUGH

Seattle, WA

My Work:
https://github.com/TobinCavanaugh
https://tobincavanaugh.github.io/

Contact
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I am a strong problem solver, very hard worker, and a quick learner. I am performance oriented; I always consider what potential impacts my code could have, both from a speed and readability standpoint. I've been programming and 3D modelling for four years, and I am quite proficient in both.

EXPERIENCE

TOOLS PROGRAMMER

Electroimpact | Mukilteo, WA

Summer of 2023

At Electroimpact aerospace I designed and programmed TrackerCommander, a program to interface with Leica laser trackers. This program handled connecting to trackers, recording measurements, and creating stations. TrackerCommander allows for a cohesive measurement project to be made that multiple people could feasibly work on with multiple different instruments. As well as using tools to measure distances and perform more complex math operations. I have been invited back for this coming summer.

PROGRAMMER / GAME DESIGNER / 3D ARTIST

Self-Study | Seattle, WA

2019 – present

I have been programming for four years at this point. The main technologies I have focused on are Unity, C#, Raylib and C. I have made numerous games (many of which have not seen the light of day) and many tools and programs I use daily. I have a heavy focus on making 'good' things. In that they are intuitive, properly made, and fast. I always try to hand craft what I can, be it models, textures, or code. I have found the most enjoyment in my time working low level, I particularly enjoyed C, where the language doesn't constrain what you can do… for better or for worse.

EDUCATION

BACHELORS COMPUTER SCIENCE

University of Mary, ND

September 2023+

I have just recently begun my time at the University of Mary. I am pursuing a degree in computer science, and I hope to deepen my skills in the coming years. I intend to graduate on time (or early if possible)

SKILLS

- C
- C#
- Unity
- Blender 3D