

Tobin Cavanaugh

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LinkedIn: https://www.linkedin.com/in/tobincav	Seattle, WA 98117 & Bismarck, ND

Skills:

Technical Skills	Certifications	Personal Skills
<ul style="list-style-type: none"> C, C#, Rust, Python, Java, JavaScript Unity & Raylib game development Debugging 	Certifications <ul style="list-style-type: none"> Unity Developer Certified Forklift Certified 	Personal Skills <ul style="list-style-type: none"> Out of the box & critical thinking Strong communicator Solution oriented

Work History:

Metrology/Software Dev Internship

Electroimpact	Mukilteo, WA	Summer 2024, 2023, 2025
<ul style="list-style-type: none"> Debugged and assisted in the development of an automation program for the 787 Mid Body Join to be installed at the Boeing Charleston assembly plant. The process involved collaboration with both developers and engineers. Engineered a full GUI application for precision controlling and measuring with high-end laser trackers. Solved laser tracker stand resonance, saving tens of thousands in laser tracker stand replacements. Installed a Foundation Reference System and performed laser tracker accuracy validation. Successfully validated Leica and FARO laser trackers for Electroimpact and customers, including Boeing, resulting in saving of ten thousand dollars for a new tracker. Acquired training in Metrolog X4 and robotic arm simulation across numerous training sessions. Designed robot pathing for 3D scanning objects using the Creaform Metrascan Black Elite mounted on a KUKA robot arm. 		

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Personal	Bismarck, ND & Seattle, WA	Summer 2024
<ul style="list-style-type: none"> Developed the first C string library to provide immutable string operations returning new string instances, similar to C# string handling but optimized for C Achieved 5x performance improvement over standard C string functions through custom stack-based memory management and efficient buffer allocation algorithms Reduced memory-related crashes by 90% by eliminating manual malloc/free management and preventing buffer overflows through automatic memory handling 		

Poker Bot Programming Competition

University of Mary	Bismarck, ND	March 2025
<ul style="list-style-type: none"> Organized and hosted a competitive programming event with 10 participants developing poker bots in Python. Designed tournament infrastructure and engine for automated bot-vs-bot gameplay 		

ENR 304 Teachers Assistant

University of Mary	Bismarck, ND	Fall Semester 2025
<ul style="list-style-type: none"> Aided students in understanding C programming and provided one-on-one tutoring to improve their Linux fundamentals. Supported the professor by clarifying lecture material and facilitating problem-solving sessions for students. 		

Upon The Wind

Personal	Seattle, WA	Spring 2023
<ul style="list-style-type: none"> Created a fully-fledged game in Unity, a cohesive, Ghibli-like style and nine unique environments. Made aesthetically pleasing art assets and animations using Blender, resulting in a beautiful and highly performant game that stays at a constant 60fps. 		

Education:

B.Sc. Computer Science	University Of Mary	Bismarck, North Dakota	Expected Graduation: April 2027
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