

CAMERON CRONHEIMER

<https://cameroncronheimer.com> | cameroncronheimer@gmail.com | 519-325-8158

Education

Brock University

St. Catharines, ON

Bachelor of Science, Computer Science

Sept 2018 - Dec 2022

• **Courses:** OOP in Java, Artificial Intelligence, Algorithms, Database Systems, Data Structures

Skills

Languages: JavaScript, Swift, Java, C#, Python

Technologies: React, Node.js, React-Native, PostgreSQL, Git, Docker, Unity, OpenGL

Professional Experience

Galactic Thumb

Toronto, ON

Software Developer

Apr 2019 – Sept 2020

- Deployed 6 mobile games for iOS and Android devices using Unity with C#.
- Designed assets that helped speed up development time within our team.
- Integrated analytic services such as Facebook Analytics and AppLovin MAX to measure key metrics.
 - Used the data to reach target goals of over 40% day 1 retention average and below .30c CPI.

Projects

Coloring ASMR <https://apps.apple.com/us/app/coloring-asmr/id1522171988>

Created a coloring app using Unity and C# for iOS and Android with over 1000+ installs.

Neural Network <https://github.com/ccronheimer/NeuralNetwork>

Designed a feed-forward neural network in Java that uses backpropagation to detect odd parity bits in a set of 4-bit strings.

Genetic Algorithm <https://github.com/ccronheimer/SentenceSolverGA>

Developed a genetic algorithm in Java that finds the fittest genome to solve a shredded document's original readable text.

Mobile Rating Request Asset <https://github.com/ccronheimer/UnityiOSAndroidRatingRequest>

Developed an asset for Unity with C# to request a rating from users on Android and iOS devices. This asset makes it easier for developers to implement a quick clean solution to request ratings.

Elementary Cellular Automata <https://github.com/ccronheimer/ElementaryCellularAutomaton>

Designed an elementary cellular automaton in OpenGL with C. The program has a monochrome and colored component to express the cells that are constrained by custom rules.