

CAMERON CRONHEIMER

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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, SwiftUI, Unity, Firestore

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 .30 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 <https://github.com/ccronheimer/UnityiOSAndroidRatingRequest>

Developed an asset with C# to request a rating from users on Android and iOS devices with one line using Unity.

iOS Leaderboard <https://github.com/ccronheimer/UnityiOSLeaderboard>

Built an asset with C# that integrates an iOS leaderboard for Unity.

Instagram Bot <https://github.com/ccronheimer/InstagramLikingBot>

Developed an Instagram bot in Python that automates liking posts to direct traffic back to an account.