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, Computer Graphics

Skills

Languages:	JavaScript, Swift, Java, C#, Python, C
Technologies:	React, Node.js, React-Native, PostgreSQL, Git, Docker, OpenGL, 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.

3D Map Generator https://github.com/ccronheimer/2Dto3DMapUnity
Designed an algorithm that reads a 2d image and generates a 3d map of that image.