If the camera seems to be wayyy off when pushed to the phone, for every canvas item you have, you need to:

1. Click on the canvas in the hierarchy which opens the inspector view
2. In the inspector view, locate the Canvas Scaler (script)
   1. Under UIScalerMode select Scale With Screen Size
   2. Under Reference Resolution, I recommend doing height: 720, width: 1080
   3. Leave defaults for Screen Match Mode as Match for Width or Height (on width)