Cornelia Hägg

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PROJECTS

Maze of Mysteries (Bachelor Thesis)

- Collaborative puzzle game for children developed in Unity for iPads, focused on teamwork and problem-solving.
- Contributed to core gameplay mechanics and networking: joystick controls, maze design, player health system, and device synchronization using Mirror API for 4-player cooperative gameplay.
- Conducted testing and evaluation to improve usability and gameplay experience.
- Tech stack: Unity, C, Mirror API, iOS/iPad deployment.

Orodomop

- Flutter-based Android app implementing a reverse Pomodoro: work until task completion, then take a user-selectable 1/X break, supports light/dark mode.
- Implemented: persistent timers (survive app closure or device restart), notifications, and pause/resume functionality.
- Tech stack: Flutter, SharedPreferences.

Nestify

- Flutter-based Android app (group project) to share & browse bird house and insect hotel blueprints, following Material Design 3.
- Implemented authentication using Firebase Auth, blueprint CRUD, favorites.
- Tech stack: Flutter, Firebase Auth, Firestore.

EDUCATION

September 2020 - November 2024

Bachelor's Degree in Computer Science

University of Gothenburg (Gothenburg, Sweden)

- Thesis: "Maze of Mysteries: a collocated collaboration game for children"
- Additional coursework: Mobile Computing: Design and Implementation (7.5 hec)

September 2018 - August 2020

Freestanding courses

University of Gothenburg (Gothenburg, Sweden)

- One variable analysis (15 hec)
- Statistics (15 hec)
- Linear algebra (7.5 hec)
- Principles of Microeconomics (7.5 hec)

SKILLS AND INTERESTS

Programming languages	Python, JavaScript, Dart, Java, C#, Haskell
Frameworks / tools	Flutter, Git, REST API
Databases / Web	PostgreSQL, HTML, CSS
Languages	Swedish, English.
Special interests	Databases, app development, web development
Hobbies	Cycling, manga, board games, bikepacking