

Vancouver, BC
Canada

RONIN CUNNINGHAM

+1 (604) 809-6295
ronincunningham1@gmail.com
[LinkedIn](#)
[GitHub](#)

EMPLOYMENT

iOS Software Engineer Intern	Redfin	May 2022 – Aug 2022
<ul style="list-style-type: none">• Boosted user engagement by implementing custom suggestions using SiriKit's cutting-edge predictive engine• Elevated Redfin content shared in the Messages app with Apple's brand new "Shared with You" framework• Displayed customized content within Redfin's user interface and on the iPhone's lock screen using Swift• Presented in a video-demo to entire Engineering department showcasing new "Portrait Mode" feature		
Software Engineer & PM Co-op	TELUS	May 2021 – Dec 2021
<ul style="list-style-type: none">• Identified top issues from 1,000,000+ call center conversations with Natural Language Processing Ai• Launched a new web app which internally tracks the construction of new multi-million-dollar 5G projects• Presented to clients and organized the construction of new \$840,000 5G cell towers which expanded TELUS's network in rural areas		
Software Engineer Co-op	Trulioo	Jan 2020 – Aug 2020
<ul style="list-style-type: none">• Improved Trulioo's flagship API that is processing 1,000,000+ daily transactions by integrating phone cameras to instantly verify government-issued id against 5 billion people using Swift and Node.js• Extended the reach of the company into countries like France, Australia, and India by implementing new data vendor code into their API using C#• Empowered account administrators by developing 2 React landing pages from scratch		

EDUCATION

Vancouver, BC	University of British Columbia	Sep 2018 – May 2023
<ul style="list-style-type: none">• B.S. in Computer Science. Dean's Honor List. GPA: 3.85• Relevant Coursework: Software Engineering, Data Structures & Algorithms, Applied Software Practices (MERN stack), Relational Databases, Hardware & Operating Systems, Machine Learning & Data Mining• Extracurriculars: Mentored student about tech-career and degree planning in Schulich Mentorship Program		

PROJECTS

Sole developer for all iOS Apps below, published to the App Store and created from the ground up using Swift		
<ul style="list-style-type: none">• Minute Chem (2018): Educational mobile chemistry app built to teach high school chemistry students how to balance equations in an entertaining way• 451 (2018): Mobile strategy game based on the novel <i>Fahrenheit 451</i> built with a swipe-able card deck user interface (similar to Tinder)• Big Brother (2017): Mobile strategy game based on the novel <i>1984</i> built with a swipe-able card deck user interface (similar to Tinder)• Floppy Disks (2017): Mobile arcade game with custom built physics and collisions of in-game objects to enhance the game mechanics		
Web App Projects		
<ul style="list-style-type: none">• YouFly (2022): Created frontend for multi-window flow across entire website from scratch using React, Redux, and Material-UI. Built node.js backend endpoints using express. Architected database with MongoDB• Pasturr (2020): Created frontend of a Twitter-like website from scratch using React		

AWARDS

<ul style="list-style-type: none">• Schulich Leader Scholarship: Monetary value of \$80,000. 1 of 25 students selected across Canada. Awarded based on academic, entrepreneurial, and community work• BC Achievement Scholarship: Monetary value of \$1,250. Awarded in recognition of academic achievement• Seycove PAC Scholarship: Monetary value of \$1,000. Awarded in recognition of academic achievement		
--	--	--

PROFICIENT LANGUAGES AND TECHNOLOGIES

<ul style="list-style-type: none">• Swift, Python, JavaScript, React, Xcode, Visual Studio Code
