Veronica "Nonika" Reingold

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- Unity game developer with experience designing artificial intelligence agents.
- Software engineer with experience across multiple languages and frameworks.
- Graphic design experience for game and web development.

TECH STACK

Unity ● C# ● Python ● Java ● SQL ● C ● JavaScript ● TypeScript ● HTML ● CSS ● Git ● LINQ
State Machines ● Behaviour Trees ● Machine Learning ● Deep Learning ● AI for Games

EXPERIENCE

Software Developer
Freelance

- Developed software applications, with a primary focus on web design.
- Offered advice on application design, Unity, C# development, and graphic design.

Software Developer   March 2025 to Present
Women in Computer Science Society   *Windsor, ON, CA*

- Developed the Women in Computer Science website.
- Collaborated with team members to manage and organize tasks.

Graduate and Teaching Assistant   January 2023 to Present
University of Windsor   *Windsor, ON, CA*

- Instructed students on game development with Unity.
- Taught artificial intelligence concepts, algorithms, and data structures.

Teaching Assistant   January 2015 to June 2017
Tecumseh Vista Academy   *Tecumseh, ON, CA*

- Tutored students in math and French.
- Assisted in running the school library, including operating the management system.

Programmer   September 2014 to June 2017
Tecumseh Vista Academy FIRST Robotics Team   *Tecumseh, ON, CA*

- Programmed the team's robots in Java.
- Led presentations to local businesses for partnerships and funding.

Event Organizer   December 2014 to August 2015
Heron Terrace   *Windsor, ON, CA*

- Organized and ran activities.
- Worked with people with physical and mental disabilities.

EDUCATION

MSc in Computer Science – Artificial Intelligence Stream
University of Windsor – Started May 2025

Honours Bachelor of Computer Science – Game Development Specialization   94.8% Average
University of Windsor – June 2024

AWARDS

- Vector Institute Scholarship in Artificial Intelligence – $17,500
- Master's Research Entrance Award – $7,500
- Gold LEAD Medallion Scholar

PROJECTS

Cat Caretaker
3D Unity Game
- Unity game made in four days for a game jam.
- Implemented an AI agent controlled via a finite state machine.

Little Alien Jumps Home
2D Hyper-Casual Unity Game
- Developed an infinite game loop with efficient object pooling.
- Implemented animations, user interface design, scene management, and persistent player data.

Dungeon Crawler   *University of Windsor*
Thematic 2D Unity Game
- Implemented procedural generation techniques including a random walk algorithm.
- Designed algorithms to detect room access and spawn enemies.

Artificial Intelligence for Games Projects   *University of Windsor*
Advanced AI for Games Concepts implemented in Unity
- Implemented sensors and actuators, finite state machines, navigation, and multi-agent behaviours.
- Developed visual graphs for defining state machines and tracking their transitions.

Bazar Ukranian & International Food Website   *Freelance*
Website for a Local Business
- Developed a lightweight, single-page website.
- Configured the domain, email, and hosting.

H&M Virtual Closet   *University of Windsor*
Google Chrome Extension
- Developed for the ADA Mentorship Program.
- Programmed a virtual closet with a drag-and-drop user interface allowing customers to put together outfits.
- Won awards for the best and most creative project.

SPEAKER

- University of Detroit Mercy – Accessibility in Games Guest Lecture