

# Veronica “Nonika” Reingold

 Nonika.ca –  Contact@Nonika.ca –  VeronicaReingold –  Pekcus

- 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.

## TECHNICAL SKILLS

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

## EXPERIENCE

<b>Software Developer Co-op</b> <i>Rocket Innovation Studio</i>	January 2026 to Present Windsor, ON, CA
• Focusing on backend development using ASP.NET with C# and SQL.	
<b>Software Developer</b> <i>Women in Computer Science Club</i>	March 2025 to Present Windsor, ON, CA
• Developing the club's website in React. • Collaborating with team members to manage and organize tasks.	
<b>Graduate and Teaching Assistant</b> <i>University of Windsor</i>	January 2023 to Present Windsor, ON, CA
• Instructed students on game development with Unity. • Taught artificial intelligence concepts, algorithms, and data structures.	
<b>Software Developer</b> <i>Freelance</i>	
• Developed software applications, with a primary focus on web design. • Offered advice on application design, Unity, C# development, and graphic design.	
<b>Teaching Assistant</b> <i>Tecumseh Vista Academy</i>	January 2015 to June 2017 Tecumseh, ON, CA
• Tutored students in math and French. • Assisted in running the school library, including operating the management system.	
<b>Programmer</b> <i>Tecumseh Vista Academy FIRST Robotics Team</i>	September 2014 to June 2017 Tecumseh, ON, CA
• Programmed the team's robots in Java. • Led presentations to local businesses for partnerships and funding.	

## EDUCATION

<b>Master of Science in Computer Science</b> <i>University of Windsor</i> – 95.8% Average	Started May 2025
• Artificial Intelligence Stream	
<b>Honours Bachelor of Computer Science</b> <i>University of Windsor</i> – 94.8% Average	June 2024
• Game Development Specialization • Minor in Mathematics – 88.33% Average • Minor in Communications, Media and Film – 86.17% Average	

## PROJECTS

---

### Cat Caretaker

*3D Unity Game*

- Developed a Unity game in four days for a game jam ranking twelfth out of 72 teams for innovation.
- 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 Ukrainian & 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.

### Women in Computer Science Club Website

*Women in Computer Science Club*

*Website built using React*

- Building responsive front-end features.
- Collaborating with team members using GitHub and Notion.

### Database Management System

*University of Windsor*

*Web-based DBMS for a SQL Database*

- Implemented a hospital database schema in third-normal form.
- Collaborated with team members using GitHub for version control.

## SPEAKER

---

- AI and Games Conference 2025
- Waterloo DevFest 2025
- Windsor-Essex Google Developers Group DevFest 2025
- University of Detroit Mercy – Accessibility in Games Guest Lecture

## AWARDS

---

- Vector Institute Scholarship in Artificial Intelligence – \$17,500
- Master's Research Entrance Award – \$7,500
- Computer Science Graduate Scholarship – \$4,000
- Gold LEAD Medallion Scholar
- ADA's Most Creative Project Award
- Jam3's Sponsor Award