

Veronica "Nonika" Reingold



SKILLS AND ASSETS

- Honors Bachelor of Computer Science student specializing in Game Development.
- Experience using Unity for game development projects including implementing intelligent agents utilizing state machines, steering behaviors, A* pathfinding, and random generation.
- Experience with multiple programming languages including C#, Java, C, Python, and SQL with a great understanding and ability to implement data structures and algorithms.
- Experience front-end web development with HTML, JavaScript, and CSS.
- Experience working with an Object-Oriented Programming (OOP) design paradigm and the singleton pattern.
- Familiarity with the software development life cycle (SDLC) and development processes such as the waterfall method and the Agile method.
- Familiarity with designing and implementing unit testing.
- Experience utilizing GitHub and GitLab for version control in team environments, properly handling branching and merging with team members.
- Experience with digital image design with Adobe Photoshop and video editing with Vegas Pro.
- Proficient with all Microsoft Office tools including Excel.
- Fluent in English, French, and Russian.

EDUCATION

Honors Bachelor of Computer Science

Sept. 2019 to Present

University of Windsor

- Specialization in Game Development
- 94.63% Major Average
- 92.03% Cumulative Average
- 91.6% Average in Game Development Specialization Courses
- 93% Average in Artificial Intelligence Specialization Courses
- 97% Average in Multi-Media Specialization Courses
- Minor in Mathematics with an 88.17% Average
- Minor in Communication, Media and Film with an 80.5% Average

Bachelor of Fine Arts in Visual Arts

Starting Sept. 2024

University of Windsor

EXPERIENCE

Teaching Assistant

Jan. 2022 to Present

University of Windsor

- Teaching assistant for "COMP-3770 Game Design, Development and Tools" and "COMP-2140 Computer Languages, Grammars, and Translators".
- Instructed students on game development with Unity.
- Tutored students on data structures, algorithms, and logic.
- Conducted labs, graded assignments and tests, and proctored exams.

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[✉ Contact@Nonika.ca](mailto:Contact@Nonika.ca)

PROJECTS

2D Dungeon Crawler

- Game developed in Unity.
- Capstone project at the University of Windsor.
- Worked as a team utilizing GitHub for version control.
- Designed a thematic dungeon crawler game, including interesting features such as enemy recruitment.
- Designed the architecture of the codebase, ensuring minimal repeated code and optimal inheritance using Object-Oriented Programming.
- Researched a variety of procedural generation techniques and algorithms.
- Implemented procedural level generation using a random walk algorithm on a 2D array.
- Designed and implemented algorithms to detect room access and spawns for a procedurally generated level.
- [Open source.](#)

H&M Virtual Closet

- Google Chrome extension developed for the ADA Mentorship Program.
- Our prompt for the competition was: "Build a product that helps a company leverage tech to improve their customer/business experience. To build this product, you must choose an existing company, and build a product that enables this company to use tech to revamp their business processes or customer interactions. Your project will be judged on criteria such as implementation, design, usability, and bonus points are given if you have a fantastic and well thought out UI/UX design."
- Conceptualized a product to improve a customer's shopping experience at H&M.
- Programmed a virtual closet with a drag-and-drop user interface which allows customers to put together outfits using H&M products.
- Created a demo video to pitch and sell the virtual closet to ADA and sponsor judges.
- Won Jam3's sponsor award for best fulfilling their prompt, as well as ADA's most creative project award.
- [Open source.](#)

Artificial Intelligence for Games Projects

- Unity projects implementing a multitude of AI concepts in a fourth-year computer science course.
- Implemented sensors and actuators, finite state machines, steering behaviors, corner-graph node generation, and A* pathfinding.
- Innovated the finite state machine portions of the class by setting up visual graphs for defining state machines and tracking their transitions.
- Only student in the class to achieve a grade of 100%.
- [Source code for projects available.](#)

ACTIVITIES

Powerlifting

- Follow a strength training program focusing on the squat, bench press, and deadlift.
- Dedicated focus on health and nutrition by incorporating healthy eating habits that supports my overall health and wellness.
- Have helped friends begin their journey in the gym.

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ACTIVITIES

Artist

- Artist with experience across multiple mediums and disciplines.
- Experience creating digital designs including Adobe Photoshop.
- Experience creating short animations using Adobe Animate.
- Skilled at painting in acrylic, watercolor, and oil.
- Skilled at drawing in graphite, and colored pencil.
- Experience sculpting clay, paper, and other materials.
- Skilled at crochet, embroidery, sewing, needle felting, and knitting.
- Deep comprehension of the mathematics behind crochet and experienced in creating custom patterns.

AWARDS

University of Windsor

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|---|------|
| • Danial Family Scholarship - Women in Computer Science | 2023 |
| • University of Windsor In-Course Scholarships | 2023 |
| • AlphaKOR-IT Excellence Award | 2020 |
| • University of Windsor Entrance Scholarship | 2019 |

wits+ ADA Mentorship Program

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|---|------|
| • ADA's Most Creative Project Award | 2022 |
| • Jam3's Sponsor Award | 2022 |

COURSES

University of Windsor

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|--|-------------|
| • COMP-4990 Project Management: Techniques and Tools | 84% |
| • COMP-4770 Artificial Intelligence for Games | 100% |
| • COMP-4540 Design and Analysis of Computer Algorithms | 84% |
| • COMP-4400 Principles of Programming Languages | In Progress |
| • COMP-3770 Game Design, Development and Tools | 93% |
| • COMP-3710 Artificial Intelligence Concepts | 93% |
| • COMP-3670 Computer Networks | 93% |
| • COMP-3540 Theory of Computation | 99% |
| • COMP-3500 Introduction to Multimedia Systems | 97% |
| • COMP-3300 Operating Systems Fundamentals | 99% |
| • COMP-3220 Object-Oriented Software Analysis and Design | 94% |
| • COMP-3150 Database Management Systems | 92% |
| • COMP-3110 Introduction to Software Engineering | 99% |
| • COMP-2660 Computer Architecture II: Microprocessor Programming | 99% |
| • COMP-2650 Computer Architecture I: Digital Design | 100% |
| • COMP-2560 Systems Programming | 99% |
| • COMP-2540 Data Structures and Algorithms | 99% |
| • COMP-2310 Theoretical Foundations of Computer Science | 95% |
| • COMP-2140 Computer Languages, Grammars, and Translators | 100% |
| • COMP-2120 Object-Oriented Programming Using Java | 100% |

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 [VeronicaReingold](https://www.linkedin.com/in/VeronicaReingold)

 [Pekcus](https://www.pekcus.com)

COURSES

University of Windsor

• COMP-2057 Introduction to the Internet	99%
• COMP-1410 Introduction to Algorithms and Programming II	95%
• COMP-1400 Introduction to Algorithms and Programming I	100%
• COMP-1000 Key Concepts in Computer Science	83%
• MATH-3940 Numerical Analysis for Computer Scientists	96%
• MATH-1760 Functions and Differential Calculus	84%
• MATH-1730 Integral Calculus	90%
• MATH-1260 Vectors and Linear Algebra	74%
• MATH-1020 Mathematical Foundations	97%
• STAT-2910 Statistics for the Sciences	89%
• CMAF-2410 Cinema History II (Post-War)	89%
• CMAF-2400 Cinema History I (Pre-War)	In Progress
• CMAF-1010 Introduction to Media and Society	72%
• FILM-1100 Film Production I	In Progress
• ENGL-1005 Topics in Literature - Our Monsters, Ourselves	87%
• PHYS-1000 Introduction to Astronomy I	74%
• JWST-2200 Jewish Mysticism	89%