Veronica "Nonika" Reingold

Nonika.ca ✉ **Contact@Nonika.ca** in **VeronicaReingold** ⌀ **Pekcus**

SKILLS AND ASSETS

- Honors Bachelor of Computer Science graduate with a specialization in Game Development.
- 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 using Unity for game development projects including implementing intelligent agents utilizing state machines, steering behaviors, A* pathfinding, and random generation.
- 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.

EXPERIENCE

Teaching Assistant   Jan. 2023 to April 2024
University of Windsor
- Teaching assistant for "COMP-3770 Game Design, Development and Tools", "COMP-3710 Artificial Intelligence Concepts", and "COMP-2140 Computer Languages, Grammars, and Translators".
- Instructed students on game development with Unity.
- Taught students about fundamental artificial intelligence techniques.
- Tutored students on data structures, algorithms, and logic.
- Conducted labs, graded assignments and tests, and proctored exams.

EDUCATION

Honors Bachelor of Computer Science   Sept. 2019 to May 2024
University of Windsor
- Specialization in Game Development
- 94.8 % Major Average
- 91.6% Average in Game Development Specialization Courses
- 93% Average in Artificial Intelligence Specialization Courses
- 97% Average in Multi-Media Specialization Courses
- Gold LEAD Medallion Scholar

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EDUCATION

Minor in Mathematics   Sept. 2019 to Dec. 2022
University of Windsor
- 88.33% Average

Minor in Communication, Media and Film   Jan. 2023 to May 2024
University of Windsor
- 86.17% Average

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.

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.

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%.

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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.

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.

AWARDS

University of Windsor
- Gold LEAD Medallion Scholar   2024
- Alumni Association Academic Achievement Award OPUS   2024
- University of Windsor In-Course Scholarships   2024
- Danial Family Scholarship for Women in Computer Science   2023
- AlphaKOR-IT Excellence Award   2020
- University of Windsor Entrance Scholarship   2019

wits+ ADA Mentorship Program
- ADA's Most Creative Project Award   2022
- Jam3's Sponsor Award   2022

COURSES

University of Windsor
- 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   98%
- 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%