

# 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.

## 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

### 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

*Women in Computer Science Society*

March 2025 to Present

*Windsor, ON, CA*

- Developing the society's website in React.
- Collaborating with team members to manage and organize tasks.

### Graduate and Teaching Assistant

*University of Windsor*

January 2023 to Present

*Windsor, ON, CA*

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

### Teaching Assistant

*Tecumseh Vista Academy*

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.

### Programmer

*Tecumseh Vista Academy FIRST Robotics Team*

September 2014 to June 2017

*Tecumseh, ON, CA*

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

### Event Organizer

*Heron Terrace*

December 2014 to August 2015

*Windsor, ON, CA*

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

## EDUCATION

### Master of Science in Computer Science

*University of Windsor – 93% Average*

Started May 2025

- Artificial Intelligence Stream

### Honours Bachelor of Computer Science

*University of Windsor – 94.8% Average*

June 2024

- Game Development Specialization
- Minor in Mathematics – 88.33% Average
- Minor in Communications, Media and Film – 86.17% Average

## PROJECTS

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### 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 Society Website

Women in Computer Science Society

#### 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.

### Animation Project

University of Windsor

#### 2D animation created using Adobe Animate

- Sprites edited using Adobe Photoshop.

## SPEAKER

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- AI and Games Conference 2025
- University of Detroit Mercy – Accessibility in Games Guest Lecture

## AWARDS

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