

Veronica “Nonika” Reingold

 Nonika.ca —  Contact@Nonika.ca —  VeronicaReingold —  Pekcus

SKILLS AND ASSETS

- Honours Bachelor of Computer Science graduate with a specialization in Game Development.
- Proficient with multiple programming languages including C#, Java, Python, C, and SQL with a great understanding of and ability to implement data structures and algorithms.
- Skilled at using Unity including advanced C# scripting, creating artificial intelligence agents, designing user interfaces, random and infinite generation, and creating animations.
- Experience implementing a multitude of artificial intelligence concepts for games including state machines, decision trees, steering behaviors, and A* pathfinding.
- Experience with front-end web development using HTML, JavaScript, and CSS.
- Experience working with the Object-Oriented Programming (OOP) design paradigm.
- Familiarity with the software development life cycle (SDLC) and development processes such as the waterfall and Agile methods, including designing and implementing unit testing.
- Experience utilizing GitHub and GitLab for version control in team environments, properly handling branching and merging with team members.
- Proficient with all Microsoft Office tools including Excel.
- Experience with digital image design with Adobe Photoshop and video editing with Vegas Pro.

PROJECTS

Little Alien Jumps Home

Unity Game

- 2D hyper-casual game with an infinite gameplay loop.
- Demonstrates animations, user interface design, scene management, persistent player data, sprites with tilemaps, and audio.
- Interfaces developed using Unity's UI Toolkit.
- Utilized GitHub for efficient version control.

2D Dungeon Crawler

Unity Game

- Designed a thematic dungeon crawler game, including features such as enemy recruitment.
- Designed the architecture of the codebase, following best inheritance and polymorphism practices.
- Researched procedural generation techniques, implementing a random walk algorithm on a 2D array.
- Designed algorithms to detect room access and spawns for a procedurally generated level.
- Worked as a team utilizing GitHub for version control.

H&M Virtual Closet

Google Chrome extension developed for the ADA Mentorship Program

- Conceptualized a product to improve a customer's shopping experience at H&M.
- Programmed a virtual closet with a drag-and-drop user interface allowing customers to put together outfits.
- 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, and 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%.

Bazar Ukrainian & International Food Website

Website for a local business

- Leveraged Bootstrap to develop a lightweight, single-page website.
- Configured the domain, email, and hosting utilizing GitHub Pages.

EDUCATION

Honours Bachelor of Computer Science – Game Development Specialization

Graduated June 2024

University of Windsor – 94.8% 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

University of Windsor – 88.33% Average

Minor in Communication, Media and Film

University of Windsor – 86.17% Average

EXPERIENCE

Software Developer

Freelance

- Developed software applications, with a primary focus on web design.
- Offered advice on application design.
- Gave advice on Unity and C# development.
- Graphic design in a wide array of styles.

Teaching Assistant

January 2023 to April 2024

University of Windsor

- 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.

Teaching Assistant

January 2015 to June 2017

Tecumseh Vista Academy

- Tutored students on subjects including math and French.
- Assisted in running the school library, including operating the management system.
- Created and taught art projects to students.

COURSES

- COMP-4770 Artificial Intelligence for Games – 100%
- 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-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%

AWARDS

University of Windsor

- Gold LEAD Medallion Scholar – 2024
- Alumni Association Academic Achievement Award OPUS – 2024
- Danial Family Scholarship for Women in Computer Science – 2023
- AlphaKOR-IT Excellence Award – 2020

wits+ ADA Mentorship Program

- ADA's Most Creative Project Award – 2022
- Jam3's Sponsor Award – 2022