

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

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 Club

March 2025 to Present

Windsor, ON, CA

- Developing the club'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

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.

Animation Project

University of Windsor

2D animation created using Adobe Animate

- Sprites edited using Adobe Photoshop.

SPEAKER

- AI and Games Conference 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
- Gold LEAD Medallion Scholar
- ADA's Most Creative Project Award
- Jam3's Sponsor Award