

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.

TECH STACK

Programming Languages – C# • Java • Python • JavaScript • TypeScript • HTML • CSS • C • SQL

Frameworks and Tools – Unity • .NET • Git • GitHub Actions • Microsoft Excel • Adobe Photoshop

Design Paradigms – Object-Oriented Programming (OOP) • Agile • Singleton pattern

PROJECTS

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

Thematic 2D Unity Game

- Implemented procedural generation techniques including a random walk algorithm.
- Designed algorithms to detect room access and spawn enemies.

H&M Virtual Closet

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.

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, navigation, and multi-agent behaviours.
- Developed visual graphs for defining state machines and tracking their transitions.

Bazar Ukrainian & International Food Website

Website for a local business

- Developed a lightweight, single-page website.
- Configured the domain, email, and hosting.

EDUCATION

Honours Bachelor of Computer Science – Game Development Specialization

Graduated June 2024

University of Windsor – 94.8% Average

- Minor in Mathematics
- Minor in Communication, Media and Film

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.

Teaching Assistant

January 2023 to April 2024

University of Windsor

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