

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 Co-op <i>Rocket Innovation Studio</i>	Starting January 2026 Windsor, ON, CA
• Focusing on backend development using ASP.NET with C# and SQL.	
Software Developer <i>Women in Computer Science Club</i>	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 <i>University of Windsor</i>	January 2023 to Present Windsor, ON, CA
• Instructed students on game development with Unity. • Taught artificial intelligence concepts, algorithms, and data structures.	
Software Developer <i>Freelance</i>	
• Developed software applications, with a primary focus on web design. • Offered advice on application design, Unity, C# development, and graphic design.	
Teaching Assistant <i>Tecumseh Vista Academy</i>	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 <i>Tecumseh Vista Academy FIRST Robotics Team</i>	September 2014 to June 2017 Tecumseh, ON, CA
• Programmed the team's robots in Java. • Led presentations to local businesses for partnerships and funding.	

EDUCATION

Master of Science in Computer Science <i>University of Windsor</i> – 93% Average	Started May 2025
• Artificial Intelligence Stream	
Honours Bachelor of Computer Science <i>University of Windsor</i> – 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.

SPEAKER

- AI and Games Conference 2025
- Waterloo DevFest 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