Veronica "Nonika" Reingold

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SKILLS AND ASSETS

- Honours Bachelor of Computer Science graduate with a specialization in Game Development.
- Proficient with multiple programming languages including C#, Java, C, Python, and SQL with a great understanding of and ability to implement data structures and algorithms.
- Skilled at using Unity for game development projects including implementing intelligent agents, utilizing state machines, steering behaviors, A* pathfinding, and random generation.
- 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.
- Fluent in English, French, and Russian.

EDUCATION

Honours Bachelor of Computer Science   Graduated June 2024
University of Windsor – 94.8% Average

- Game Development Specialization
- 91.6% Average in Game Development Specialization Courses
- 93% Average in Artificial Intelligence Specialization Courses
- 97% Average in Multi-Media Specialization Courses
- Gold LEAD Medallion Scholar

Minor in Mathematics
University of Windsor – 88.33% Average

Minor in Communication, Media and Film
University of Windsor – 86.17% Average

EXPERIENCE

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.

Event Organizer   December 2014 to August 2015
Heron Terrace Retirement Home

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

PROJECTS

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%.

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-3220 Object-Oriented Software Analysis and Design – 94%
- COMP-3150 Database Management Systems – 92%

AWARDS

University of Windsor
- Gold LEAD Medallion Scholar – 2024
- Alumni Association Academic Achievement Award OPUS – 2024
- University of Windsor In-Course Scholarships – 2024
- Danial Family Scholarship for Women in Computer Science – 2023
- AlphaKOR-IT Excellence Award – 2020
- University of Windsor Entrance Scholarship – 2019

wits+ ADA Mentorship Program
- ADA's Most Creative Project Award – 2022
- Jam3's Sponsor Award – 2022

ACTIVITIES

Artist
- Experience creating digital designs using Adobe Photoshop and animations using Adobe Animate.
- Skilled at painting in acrylic, watercolor, and oil, and drawing in graphite and colored pencil.
- Experience sculpting clay, paper, and other materials.
- Skilled at crochet, embroidery, sewing, needle felting, and knitting.

Powerlifting
- Follow a strength training program focusing on the squat, bench press, and deadlift.
- Dedicated focus on health and nutrition that supports my overall health and wellness.
- Have helped friends begin their journey in the gym.