

Kira Kirson

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Skills

- Proficient with Unity, Unreal, and Godot
- Expertise in C# as well as experienced with Unreal Blueprinting, C++, JavaScript, and Python, with high aptitude for learning new languages
- Well-accustomed to communicating in a team environment, as well as working independently
- Motivated and eager to learn new skills and programs quickly
- Extremely passionate about digital accessibility and user experience

Experience

- **TEKSystems - Technical Tester** 2023 - 2024
 - > Tested Compatibility for Nintendo
 - > Made swift decisions about issues of quality and usability
 - > Kept up with fast paced work environment
 - > Communicated progress and questions with a large team
 - > Under Strict NDA
- **BrickRed Systems - Accessibility Tester** 2020 - 2023
 - > Highly ranked game tester, with experience mentoring new team members
 - > Followed detailed testing procedures efficiently and carefully
 - > Identified and completed precise and accurate bug reports
 - > Team member for Microsoft's Gaming Accessibility Testing Service, giving extensive knowledge of the Xbox Accessibility Guidelines
 - > Under Strict NDA
- **Health Nuts Media - Contract Coder** 2020 - 2022
 - > Contracted to update the Huff&Puff app, an app which helps children manage and learn about their asthma
 - > Took a broken existing app and rebuilt it with a much newer version of Unity

Education

- **Savannah College of Art and Design, Savannah GA** 2016 - 2020
Interactive Design and Game Development - BFA
- **Poway High School, Poway CA** 2012 - 2016
High School Diploma