

Kaleigh Feder

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EDUCATION

Queen's University

Sept 2019 – Present

Candidate for Bachelor of Computing with professional internship – Artificial Intelligence

Coursework: Computer Architecture, Logic for Computing Science, Game Design, Cognition and Computation, Data Structures, Software Specifications, Operating Systems, Software Architecture

SKILLS AND TECHNICAL TOOLS

Languages: Python, Java, JavaScript, HTML, CSS, C

Technologies: React, Next.js, Bulma, Tailwind, Flask, Swing, Elasticsearch, Elasticsearchdsl, OpenAPI, Openlink Virtuoso, fastAPI, Figma, SPARQL, GitLab, GitHub, Docker, and JIRA

EXPERIENCE

Junior Analyst | Statistics Canada

May 2021 – April 2023

- Designed and programmed a metadata search engine with React, built on Elasticsearch using Material-UI.
- Leveraged FASTAPI and OpenAPI to design RESTful APIs using Python.
- Encoded metadata into standard knowledge graph format in line with StatDCAT-AP and DCAT-AP to improve the visibility and discoverability of statistical datasets as well as implementing a SKOS data model to leverage linked data.
- Developed and tested use cases for the search and discovery platform.

Student Developer | Canada Revenue Agency

May 2023 – August 2023

- Developed and implemented unit tests, enhancing code quality and software reliability.
- Designed and programmed conditional rendering for application components, enhancing user interface flexibility in the Java Swing application.

VOLUNTEER EXPERIENCE

Full Stack Developer | Queen's University Computing Students Association (COMPSA)

June 2023 – Present

- Developed the responsive Admin Panel website for the COMPSA website, allowing users to interact with the API and display the database in a user-friendly way leveraging Next.js and Bulma CSS.

Student Subcommittee Coordinator | Statistics Canada

May – September 2022

- Organized and led weekly meetings, ensuring that all team members were on track with deliverables while encouraging participation.
- Brainstorm and organize events for students within Statistics Canada to improve the student experience and create a sense of community among students in a remote workplace.

PERSONAL PROJECTS

Personal Portfolio | Next.js, JavaScript, HTML, CSS (Tailwind)

- Designed and developed a responsive personal portfolio website hosted on GitHub pages leveraging Next.js and Tailwind CSS framework.

Game Design Art Director

- Created as part of my CISC226 final project, I developed all the pixel art assets, scenes, and art assets for our final game, "The Pentagram", and aided in developing the game's storyline and outcomes.