

# Kira Fountain

kafountain5@gmail.com • 613-762-7496

LinkedIn <https://www.linkedin.com/in/kira-fountain/>

•GitHub <https://github.com/shinykiwi>

•Portfolio <https://shinykiwi.dev>

## SUMMARY OF SKILLS AND QUALIFICATIONS

**Operating Systems** | Windows 10, 11, Mac OS, iPhone OS

**Applications** | Microsoft Office • Unreal Engine • Godot Engine • Blender • Jira • JetBrains IDEs •

**Programming** | C++ • Java • JavaScript • Python • HTML • CSS • React • GDScript • Tailwind CSS • Discord API

**Methodologies** | Agile and Scrum

**Other** | GitHub • 3D Modelling • Illustrator • Photoshop • Premiere • After Effects • Substance Painter

**Languages** | English | Spoken & Written • French | Spoken & Written |

## EDUCATION

**Bachelor of Computer Science – Computer Science & Computation Arts Co-op**

**2021 - 2025 (Expected)**

Concordia University, Montreal, QC

- Member of the Institute for Co-operative Education
- Relevant Courses: Object Oriented Programming II, Data Structures and Algorithms, Mathematics for Computer Science (Discrete Math), Introduction to Game Design

**High School Diploma**

**2017 - 2021**

Glebe Collegiate Institute, Ottawa, Ontario

- Honor Roll Student (2018, 2019, 2020, 2021)
- Silver Medalist and Ontario Scholar Awards

## PROJECTS

**Synthesia Bot**

**2022-present**

Concordia University, Montreal, QC

- The goal was to make an RPG Discord bot where players could gain XP for doing quests, engage in combat against monsters, build skills and talk to non-player characters
- There was 3 people involved, two programmers and one game designer (I was one of the programmers)
- In the end we didn't end up releasing it fully to the public like we had hoped but we still have a pretty sophisticated bot as is
- We used Python and a library called interactions.py to code the bot
- Hosted on a server through Digital Ocean, to keep our assets and database
- Database implemented through MySQL and made use of joins and queries

**Core Competencies:** Python, MySQL, Problem Solving

## PRISMA Game

2023

- A 3D platformer game where manipulating the hues of the environment reveals unseen paths and puzzles, made in Unreal Engine 5
- This game was made for the Concordia Game Jam 2023, within the 48 hours given and there were two programmers (myself and Tuana Biçakci).
- We used Unreal Engine blueprints for ease of prototyping, working with classes and inheritance to implement the various game objects
- Mechanics involved included running, jumping, switching world colours, activating objects, moving platforms and more.

## WORK EXPERIENCE

### Office Administrator / Tax Assistant

April 2022– present

UHY Victor, Montreal, Quebec

- Developed a strong attention to detail and adherence to timelines when working in a high-pressure environment created by tax seasons.
- Demonstrated efficient organizational skills by assembling personal, trust, and corporate income tax returns, demonstrating my ability to manage complex data and processes.
- Effectively utilized digital media skills to create training materials, guides, videos, and documents for internal use
- Collaborated effectively with team members to ensure seamless communication and coordination while working on projects involving multiple parties

**Core Competencies:** Oral and written communication, teamwork, attention to detail

## VOLUNTEER WORK

### President

Sept 2021 – May 2023

Concordia Game Development, Montreal, Quebec

- Built leadership and management skills by delegating responsibilities effectively and ensuring every member understood their roles in achieving our collective goals for the club
- Initiated and oversaw the launch of several successful game jams and workshops, which enhanced members' game development skills and exposed them to new opportunities
- Orchestrated regular meetings, workshops, and events, ensuring smooth coordination between staff and adherence to project timelines
- Cultivated partnerships with industry professionals, guest speakers, and alumni to provide members with valuable networking opportunities and industry insights

## INTERESTS

### Reading

I enjoy reading about game industry trends and experiences, or listening to podcasts or GDC talks. I also enjoy learning about history as I believe it presents an important context to modern day experiences.

### Passions

I'm very passionate about video games and their impact as a storytelling medium through their unique position in entertainment. Games have been with me my whole life and I love trying new ones as they come out.