Kira Fountain

I'm a 4th-year computer science student and software developer looking for exciting new challenges to take on. I love building meaningful systems, problem solving and experimenting with new technologies whenever I can. I'm always up for a challenge and I work very hard to deliver. I look forward to hearing from you!

Montréal, QC, Canada
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EXPERIENCE

Junior Programmer Analyst Intern, Ottawa, ON
Royal Canadian Mounted Police

SEPTEMBER 2024 - DECEMBER 2024

- Maintained a new IT system to enable employees to send large files digitally, eliminating need for other wasteful methods and improving security
- Overhauled help documentation website to be more readable, resulting in a better user experience for all users nationally

Office Administrator, Montréal, QC
UHY Victor LLP

APRIL 2022 - MAY 2024

- Assembled personal and corporate tax returns quickly and efficiently, fostering a better client experience
- Effectively used digital media skills to create custom training materials, guides, videos, documents and website, making it easier to quickly onboard new administrative hires during tax season

EDUCATION

Cybersecurity Training and Work Integrated Learning Program (CTWIL), Remote
ICTC, Microsoft & Government of Canada

SEPTEMBER 2024 - DECEMBER 2024

- AZ-900: Fundamentals in Cloud Security
- SC-900: Fundamentals in Identity, Security and Compliance
- AI-900: Fundamentals in Artificial Intelligence

Bachelor of Computer Science – Joint Major in Computer Science and Computation Arts, Montréal, QC
Concordia University

SEPTEMBER 2021 - PRESENT

- Courses: Operating Systems, Data Structures and Algorithms, Object Oriented Programming II, Discrete Math, Computer Graphics
- Member of the Institute for Co-operative Education

SKILLS

Java, C#, C/C++, Javascript, HTML, CSS, React, MySQL, Python

Unity, Unreal Engine, Blender, Photoshop, Premiere, Illustrator, After Effects

Microsoft 365, Azure, PowerShell, Jira, Confluence, DevOps, Github, Gitlab, SharePoint, Wordpress, Active Directories

Agile and Scrum

AWARDS

Behaviour Interactive Research Chair in Game Design Undergrad Scholarship (2024)

Concordia University Memorial Endowment Entrance Scholarship (2021)

LANGUAGES

English (native language), French (fluent)

High School Diploma, Ottawa, ON
Glebe Collegiate Institute

SEPTEMBER 2017 - JUNE 2021

Honour Roll Student, Silver Medalist and Ontario Scholar Awards

President, Montréal, QC
Concordia Game Development Club

SEPTEMBER 2021 - MAY 2023

- Used organization skills to host Concordia's largest game jam with over 100 attendees
- Lead a team of 6 people and delegated tasks/deadlines appropriately, resulting in an increase of ~400 members
- Cultivated partnerships with industry professionals, guest speakers, and alumni to provide members with invaluable industry insights, including the first ever official Unreal Engine workshop seen at the university

PROJECTS

Dream Team — *Online 3D multiplayer game for the 2024 Ubisoft Game Lab*

- Collaborated with 7 other developers over the course of 10 weeks to create a fully online coop multiplayer game based on a series of restrictions
- Implemented base movement and gameplay systems such as a flamethrower gun and hammer which provided a base for other programmers
- Assisted with the 3D asset creation and oversaw all art asset integration with the game, ensuring that the game had professional looking visuals

Academic Weapon— *Horror action game for NAD's Creative Jam 2024*

- As one of two programmers, I implemented the camera movement and UI systems, which were a major part of gameplay
- While under pressure of a 48 hour deadline, I oversaw all art asset integration with the game, acting as the glue between all code and art, resulting in a visually cohesive game