

Widchard Faustin

faustinwid@gmail.com | www.linkedin.com/in/w-f-275chs/ | wfaustin.github.io/WFaustinPublicWebsite/

Education:

Drexel University - Pennoni Honors College	Philadelphia, PA
College of Computing and Informatics	
Bachelors of Science in Computer Science w/Game Development Concentration	GPA: 3.61
Masters of Science in Computer Science	GPA: 3.40
Expected Graduation Date: June 2021	

Skills:

Programming Languages: HTML/CSS, PHP, JavaScript, Node.JS. GDScript, Java, Python, C, C++, C#, MySQL, MongoDB
Tools: Microsoft Office Suite, Maya, Unity, Godot, Jira, Git, Android Studio, Adobe Photoshop, Adobe Illustrator, Docker

Technical Projects:

Dayfarer, Senior Capstone Project - Drexel University	Sep 2020 – Pres. (projected Apr. 2021)
Developer, Sound Design Lead	
<ul style="list-style-type: none">Developed a senior capstone project with twelve artists and programmers to deliver an interactive media experience for PC that has a focus on turn-based combat and role-playing game elementsLed the Music Production sub-team using Agile development to create original compositions and sound effects that would enhance the overall user experienceEngineered and implemented front-end and back-end gameplay systems using the Godot Engine to support prototypes and final product release	
Ragball - Drexel University	Jan - Mar 2020
Programmer	
<ul style="list-style-type: none">Worked in a group of over ten students to develop, refactor, and polish a 3D sports party game where the objective is to throw the opposing team into their goalHelped design the architecture and implement the movement and scoring system aspects of the gameDocumented and fixed multiple game-crashing issues during the polishing phase of the game	
Sone - Drexel University	Sept - Dec 2018
Unity Programmer and UI Artist	
<ul style="list-style-type: none">Collaborated with a group of nine other programmers and artists to create a 3D horror exploration co-op gameImplemented Horror Monster AI and Player Movement and Ability Systems; designed user interface artwork and menus to help players navigate through the worldDeveloped biweekly builds of the project to have users test the functionality of the game and incorporated relevant feedback into the overall final game	

Work Experience:

Software Test Engineer - Nuix North America	Apr – Sept 2019
<ul style="list-style-type: none">Performed in DevOps and Agile environment on a team of ten QA Engineers; developed and executed hundreds of automated and manual tests to validate the Nuix Investigate applicationSupported software development cycles and application releases; collaborated with other test engineers to enhance and create new testing proceduresArchived and sorted all known manual and automation regression tests in the Nuix Investigate application to identify existing gaps in the automation test suiteConducted and participated in training sessions for new QA hires and interns	
Course Assistant - College of Computing and Informatics	Sept 2018 – Pres.
<ul style="list-style-type: none">Hold personal office hour sessions to answer students' questions and assist the teacher with extra course materialsSupport 4 courses with a population ranging from 40-360 students; grade student submissions that included but were not limited to quizzes, written homework assignments, programming assignments, midterms, finals, and lab reportsParticipated in the development process of organizing curriculum with other assistants and teachers	
Senior Dean's Ambassador - College of Computing and Informatics	Sept 2017 – Pres.
<ul style="list-style-type: none">Work with Drexel Recruitment and College of Computing and Informatics (CCI) to help prospective students learn about Drexel University and computer scienceLead a team of Dean's Ambassadors in participating in Open Houses, Accepted Student Days, and high school workshops; worked with 4 other Senior Dean Ambassadors to manage and staff over 50 eventsServe on student panels, tours, and online meetups to help inform incoming and transfer students about CCI	

Coursework:

Database Management Systems	Game Artificial Intelligence	Human-Computer Interaction
Software Reliability	Graphical User Interfaces	Operating Systems