

Widchard Faustin

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

Education:

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

Skills:

Programming Languages: HTML5/CSS, PHP, JavaScript, Node.JS. React, Java, Python, C, C++, C#, MySQL, MongoDB
Tools: Microsoft Office Suite, Maya, Unity, Godot, Jira, Git, Android Studio, Adobe Photoshop, Adobe Illustrator, Docker

Coursework:

Systems Architecture	Game Development Workshop I & II	Software Engineering
Software Reliability	Graphical User Interfaces	Operating Systems
Systems Programming	Database Management Systems	Intro to Artificial Intelligence
Human-Computer Interaction	Web and Mobile App Development	Game Artificial Intelligence

Technical Projects:

Movie Rater Web App - Drexel University	June - September 2020
--	-----------------------

Sole Developer

- Solely developed a responsive web application that allows users to rate and display movies in a 11-week period
- Created an API using Node.JS and architected a MongoDB database to aggregate submitted movie titles and their ratings
- Engineered a native mobile application on Android to give users agility and mirror the functionality of the web app

Ragball - Drexel University

January - March 2020

Programmer

- 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 goal
- Helped design the architecture and implement the movement and scoring system aspects of the game
- Documented and fixed multiple game-crashing issues during the polishing phase of the game

Sone - Drexel University

September - December 2018

Programmer and UI Artist

- Collaborated with a group of nine other programmers and artists to create a 3D horror exploration co-op game in 10 weeks
- Implemented Horror Monster AI and Player Movement and Ability Systems; designed user interface artwork and menus to help players navigate through the world
- Gathered playtesters to test the game and give relevant feedback

Work Experience:

Software Test Engineer - Nuix North America	April – September 2019
--	------------------------

- 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 application
- Supported software development cycles and application releases; collaborated with other test engineers to enhance and create new testing procedures
- Archived and sorted all of the known manual and automation regression tests to identify existing gaps in the automation test suite
- Conducted and participated in training sessions for new QA hires and interns

Course Assistant - College of Computing and Informatics

September 2018 – Present

- Hold personal office hour sessions to answer students' questions and assist the teacher with extra course materials
- Support 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 reports
- Participated in the development process of organizing curriculum with other assistants and teachers

Senior Dean's Ambassador - College of Computing and Informatics

September 2017 – Present

- Work with Drexel Recruitment and College of Computing and Informatics (CCI) to help prospective students learn about Drexel University and computer science
- Lead 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 events
- Serve on student panels, tours, and online meetups to help inform incoming and transfer students about CCI