Widchard Faustin

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Education:

Drexel University – *Dual Degree in Computer Science, Cum Laude*   Sep 2016 - Jun 2021
- Specializations in Game Development and Human-Computer Interaction

Objective:

Recent computer-science dual degree graduate seeking career opportunities to further my knowledge and create innovative, cutting-edge software.

Skills:

Programming Languages: HTML/CSS, PHP, JavaScript, Node.JS. GDScript, Java, Python, C, C++, C#, MySQL, MongoDB
Core Competencies: Leadership, Communication, Emotional Intelligence, Initiative, Creativity, Adaptability
Tools: Microsoft Office Suite, Maya, Unity, Godot, Jira, Git, Android Studio, Adobe Photoshop, Adobe Illustrator, Docker

Work Experience:

Technology Program Analyst - Wells Fargo   July 2021 - Pres.
- Oversaw global infrastructure by performing capacity assessments on network devices to monitor utilization and determine which sites requires additional bandwidth
- Engineered multiple reporting algorithms used to identify and evaluate virtual servers' sizing demands based on asset attributes
- Participated in a year-long developmental program focused on technology and leadership that improves technical, business, and professional skills through interaction with leaders and mentors
- Led a group of analysts in providing support in designing and engineering a frontend view for an internal product

Full Stack Student Developer - StuDev   Aug 2020 - Jun 2021
- Worked on a team of contracted student programmers to develop robust software products for clients
- Engineered a minimum viable product of a food gifting application service to completion using AngularJS, Node.JS, and MongoDB
- Contributed in the wireframe designing process by giving feedback and editing UI concept art

Software Test Engineer - Nuix North America   Apr – Sept 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; identified existing gaps in the automation test suite
- Conducted and participated in training sessions for new QA hires and interns

Senior Dean's Ambassador - College of Computing and Informatics   Sept 2017 –Jun 2021
- 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

Technical Projects:

Dayfarer, Senior Capstone Project - Drexel University   Sep 2020 - June 2021
Developer, Sound Production Team Lead
- Developed an award-winning 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 elements
- Led the Sound Production sub-team using Agile development to create original compositions and sound effects that would enhance the overall user experience
- Engineered 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
- 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