

# Widchard Faustin

Email: faustinwid@gmail.com | LinkedIn: [www.linkedin.com/in/w-f-275chs/](http://www.linkedin.com/in/w-f-275chs/)

## Education:

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

## Skills:

*Programming Languages:* HTML/CSS, JavaScript, Java, Python, C, C++, C#

*Database Management:* Google Firebase, MySQL, MongoDB

*Software:* Microsoft Office Suite, Maya, Unity, Jira, Adobe Photoshop, and Adobe Illustrator

## 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

## Technical Projects:

**Ragball - Drexel University** January - March 2020

### Programmer

- Worked in a group of 10+ students to develop, refactor, and polish a 3D sports party game
- 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

**Chinese Checkers Game - Drexel University** January - March 2019

### Lead Developer and Artist

- Created and demonstrated a Java Swing Window Application in a solo class project that would allow users to play Chinese Checkers with each other in 6 weeks
- Designed both the class architecture diagram and the art assets that were used to build 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 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 – December 2019

- 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