**Widchard Faustin**

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**Education:**

**Drexel University – *MS in Computer Science*** Sep 2018 - Jun 2021

* GPA – 3.36

**Drexel University – *BS in Computer Science*** Sep 2016 - Jun 2021

* Cum Laude, GPA – 3.64
* Graduated with Honors with Distinction from the ***Pennoni Honors College***
* Obtained a concentration in Game Development

**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

**Work Experience:**

**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

**Course Assistant - College of Computing and Informatics** Sept 2018 – Pres.

* 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** Sept 2017 – Pres.

* 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

**Sone - Drexel University** Sept - Dec 2018

***Unity Programmer and UI Artist***

* Collaborated with a group of nine other programmers and artists to create a 3D horror exploration co-op game
* Implemented Horror Monster AI and Player Movement and Ability Systems; designed user interface artwork and menus to help players navigate through the world
* Developed biweekly builds of the project to have users test the functionality of the game and incorporated relevant feedback into the overall final game