**Widchard Faustin**

(C) 215-730-4772 | [wf77@drexel.edu](mailto:wf77@drexel.edu) | [www.linkedin.com/in/w-f-275chs/](http://www.linkedin.com/in/w-f-275chs/)

**Education:**

**Drexel University - *Pennoni Honors College*** Philadelphia, PA

***College of Computing and Informatics*** - Bachelors of Science in Computer Science **GPA**: 3.61

***College of Computing and Informatics*** - Masters of Science in Computer Science **GPA**: 3.40 *Expected Graduation Date*: June 2021

**Skills:**

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

*Database Management:* Google Firebase, MySQL *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

**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

**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