

David Ludington

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EDUCATION

Loyola University Chicago

Bachelor of Science in Computer Science, 3.85-4

Chicago, IL

Aug. 2021 – May 2025

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R

Frameworks: Junit, Selenium, Appium

Developer Tools: Git, Docker, Google Cloud Platform, VS Code, Visual Studio, Vim, IntelliJ

Libraries: pandas, NumPy, Matplotlib, pytest

EXPERIENCE

QA Automation Intern

June 2024 – Present

Encyclopedia Britannica

Chicago, IL

- Collaborated with QA and Development teams to update/create test automation scripts using Selenium and Appium in Python
- Conducted automation and manual testing on online products in QA, Staging, and Production environments.

Writing Center Tutor

August 2022 – Present

Loyola University Chicago

Chicago, IL

- Collaborate with students to enhance their writing skills, providing clear and concise feedback to improve writing
- Received consistently high ratings for clarity and effectiveness in post-appointment feedback

Fitness Supervisor Lead

May 2023 – Present

Loyola University Chicago

Chicago, IL

- Lead a team of 50 fitness supervisors, ensuring clear communication and standardized procedures
- Manage scheduling to align with staff availability and facility demands, demonstrating organizational skills

RESEARCH

Test Effectiveness | *Python, Git*

February 2024 – Present

- Working to extract metrics from mining software repositories to analyze testing effectiveness, and developing technical documentation for research findings.

Doyle Living Systems Laboratory | *Docker*

May 2018 – May 2020

- Contributed to the development of virtual environments and container systems, gaining experience reading technical documents and working with virtual environments and container systems like Docker

PROJECTS

Mock Schedule builder for Halas | *Python, Pandas*

June 2023 – Present

- I started this project because I saw a need to take employees' availability and create a schedule within the open hours of my school recreation facility: Halas. This was intended to make my job easier as this is one of my primary responsibilities.

Snake Game | *Python, Raylib*

February 2024

- This was a personal project that was used as a way to gain familiarity with C++ and the Raylib library and all of its capabilities. It is a recreation of the popular snake game

Image to ASCII art | *Python, tkinter*

March 2024

- This is a Python script that takes in a JPEG image as an input and outputs a text file containing an image created by using ASCII symbols

Portfolio Website | *HTML, CSS, JavaScript*

December 20243 – Present

- This website was built from scratch in the hopes of learning the basics of front-end development and showing off the projects I have worked on