Marzuq Mazid

Austin, TX

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Education

University of Texas at Austin   **August 2023 – May 2027**
*Bachelor of Science in **Electrical and Computer Engineering***   *Austin, TX*

Relevant Coursework

- Electrical Engineering
- Computing
- Embedded Systems
- Linear Systems & Signals
- Software Implementation
- Digital Logic Design
- DiffEq with Lin Alg
- Matrix Calculations

Experience

Chandra Family Department of Electrical and Computer Engineering   **January 2025 – Present**
Faculty Candidate Interviewer   *Austin, TX*

- Selected alongside a small group of undergraduates to interview prospective ECE faculty candidates.
- Led technical discussions on candidates' research, methodologies, and alignment with department goals.
- Evaluated candidates' ability to communicate complex research concepts and integrate them into teaching.
- Provided written feedback to the hiring committee, contributing to faculty selection decisions.

Texas MSA   **December 2024 – Present**
Lead Full Stack Web Developer   *Austin, TX*

- Developed the Texas MSA official website using HTML, CSS, and JavaScript using Visual Studio Code, ensuring cross-browser compatibility and responsive design while supporting seamless updates.
- Led a team of developers in designing and building a web application, overseeing project exccecution and deployment.
- Designed a modular and scalable architecture, integrating dynamic content sections and optimizing user interaction.
- Utilized Netlify for deployment and hosting, streamlining CI/CD workflows and updates with minimal downtime.

Feeling Blessed   **July 2024 – April 2025**
Software Engineer Intern   *Remote*

- Collaborated with a team of interns to integrate alternative payment methods (e.g., PayPal, Google Pay) into the organization's website and mobile app, enhancing user convenience and payment flexibility.
- Led the design and research for a stock donation feature, conducting comprehensive evaluations of UI/UX requirements, API capabilities, platform compatibility, and technical feasibility to identify the best implementation approach.
- Evaluated and recommended best practices for implementing donation functionalities.

Elyceum   **June 2021 – August 2021**
Front-End Developer Intern   *Remote*

- Collaborated with a cross-functional team to design and develop a dynamic organization website.
- Developed and maintained web pages using HTML/CSS, ensuring responsive design and optimal user experience.
- Utilized WordPress to manage content and enhance website functionality, implementing plug-ins and custom themes.

Projects

Embedded System Video Game | *C*, ARM Assembly   **December 2024**

- Developed handheld video game using the MSPM0G3507 LaunchPad microcontroller, integrating hardware components including an LCD display, slide potentiometer, and buttons for user interaction.
- Utilized interrupt-driven software architecture, including ADC for real-time potentiometer input processing and DAC for sound generation, ensuring smooth and responsive system performance.
- Created a modular codebase for custom sprite rendering and multilingual support, emphasizing scalability and adaptability to project requirements.

Hotel Room Reservation System | *LC-3 Assembly Architecture*   **April 2024**

- Developed a hotel room availability checking program using Little-Computer 3 (LC-3) assembly language.
- Implemented an algorithm to traverse a linked list data structure using 16-bit architecture to identify available rooms while optimizing memory usage and processing efficiency.
- Designed user input/output functionality, allowing users to select desired rooms interactively.

Technical Skills

Languages: Python, Java, JavaScript, C, C++, Verilog, HTML/CSS, Assembly(ARM and LC-3)
Tools: VS Code, Xilinx Vivado, MATLAB, Code Composer Studio, KiCAD, LTSpice, TI MCU, FPGA, WordPress
Programs: Microsoft Office Applications, Google Workspace, Github