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*** | *GPA: 3.3/4.0* *Austin, TX*
Relevant Courses: Intro to Electrical Engineering, Intro to Computing, Embedded Systems, Linear Systems & Signals, Software Implementation(Data Structures), Digital Logic Design, Circuit Theory, Engineering Communications

Technical Skills

Languages: Python, Java, JavaScript, C, C++, SQL, Embedded C, HTML/CSS, Kotlin, Verilog, Assembly (ARM and LC-3)
Tools & Platforms: VS Code, Visual Studio, Git, Github, Pandas, Seaborn, Xilinx Vivado, MATLAB, Matplotlib, Netlify, Code Composer Studio, Docker, Microcontrollers, Qt Creator, KiCAD, LTSpice, FPGAs, Wordpress
Concepts: Software Testing, Debugging, Embedded Systems, Computer Architecture, Operating Systems, Databases, OOP, AI/ML, NLP, Circuit Design, Digital Logic, Signal Processing, Control Systems
Programs: Microsoft Office Applications, Google Workspace, Overleaf LaTeX

Work Experience

Flex **June 2025 – August 2025**
Board Level Functional Test Operator *Austin, TX*
- Performed diagnostic testing and hardware validation on PCB assemblies to ensure reliability and compliance.
- Automated stress tests with Python and Linux scripts, cutting manual verification time by **25%**.
- Optimized test setups, improving accuracy and throughput by **40%** and accelerating QA handoffs.
- Supported PCB builds, reducing debug cycle time by **62%** and speeding product validation.

Texas MSA **December 2024 – Present**
Lead Full Stack Web Developer *Austin, TX*
- Built and maintained official website **(HTML, CSS, JavaScript)**, serving **2,000+** students.
- Led a team of **12 developers** to deliver a responsive, scalable platform with dynamic content.
- Implemented Netlify **CI/CD** with GitHub integration, achieving >**95%** uptime and **50%** quicker releases.

UT Austin Chandra Family Department of ECE **January 2025 – April 2025**
ECE Faculty Candidate Interviewer *Austin, TX*
- Selected to represent undergraduates in faculty hiring interviews, evaluating research, teaching style, and communication.
- Engaged candidates with technical and behavioral questions, assessing alignment with undergraduate education needs.
- Provided written feedback to the hiring committee, contributing to candidate evaluations and departmental decisions.

Feeling Blessed **July 2024 – April 2025**
Software Engineer Intern *Remote*
- Designed the integration of PayPal and Google Pay into website/app, boosting transaction completion by **15%**.
- Led the development and research for a stock donation feature, analyzing **UI/UX** needs, **API** options, and technical feasibility.
- Recommended best practices for donation workflows, reducing integration effort by **20%**.

Cockrell School of Engineering **August 2025 – January 2026**
First-Year Interest Group (FIG) Mentor *Austin, TX*
- Mentored **20+** first-year ECE students through weekly seminars, study groups, and one-on-one guidance.
- Organized academic workshops and community events that strengthened student engagement and belonging.
- Collaborated with faculty and staff to design seminar content, improving student academic success.

Projects

Generated Number Encryption Table | *Python*, Qt Creator **May 2025**
- Built interactive **Python GUI** to generate, encrypt, and log numbers with persistent **CSV** storage.
- Designed custom table interface for timestamped user activity, ensuring organized and secure records.
- Implemented **XOR-based encryption** and automatic session reloads to improve security and reproducibility.

FPGA Stopwatch/Timer System | *Verilog*, Basys3 FPGA, Xilinx Vivado **April 2025**
- Implemented programmable stopwatch/timer with synchronous counters and state machine logic.
- Verified design through simulation and waveform analysis, ensuring accurate timing across all modes.
- Debugged and validated on FPGA hardware, ensuring reliable real-time count-up, countdown, and preset modes.

Embedded System Video Game | *C, C++*, ARM Assembly, Code Composer Studio **December 2024**
- Created handheld game on **TI LaunchPad** with LCD, potentiometer, and button controls.
- Designed **interrupt-driven software** with **ADC** input and **DAC** sound output, enabling responsive **60 FPS** gameplay.
- Developed modular codebase for custom graphics rendering and multilingual interface, improving scalability and usability.