

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: Algorithms, Software Implementation and Design 1&2, Software Lab, Software Testing, Computing, Operating Systems, Embedded Systems, Digital Logic Design, Engineering Design, Probability/Random Processes, Linear Systems & Signals, Circuit Theory, Electrical Engineering

Technical Skills

Languages: Python, Java, JavaScript, C, C++, Golang, SQL, Embedded C, HTML/CSS, Kotlin, Verilog, Assembly, React

Tools & Platforms: VS Code, Linux, IntelliJ, Git, Github, Pandas, Seaborn, Xilinx Vivado, MATLAB, Matplotlib, Netlify, Code Composer Studio, Docker, Microcontrollers, Qt Creator, KiCAD, LTSpice, FPGAs

Concepts: Software Testing, Debugging, Embedded Systems, Computer Architecture, Operating Systems, Databases, OOP, AI/ML, NLP, Circuit Design, Digital Logic, Signal Processing, Control Systems

Work Experience

IBM

May 2026 – Present

Software Developer Intern

Austin, TX

- Working on the **HashiCorp Terraform** Core Cloud Team, contributing to development of the provider.

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 **7 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 – Present

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.

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

Online Library System | Java, JavaFX, IntelliJ, Gson

April 2026

- Built a **multithreaded** client-server library system using **TCP sockets** and **Gson** JSON messaging.
- Added salted **password hashing**, borrowing, holds, renewals, overdue automation, reviews, search, and JSON persistence.
- Designed a responsive **JavaFX GUI**; ensured **thread safety** via synchronized networking, controller, and data layers.

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.

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 gameplay.
- Developed modular codebase for custom graphics rendering and multilingual interface, improving scalability and usability.