

MARZUQ MAZID

Austin, TX

📞 512-917-0459 ✉ marzuqmazid@gmail.com 🔗 [linkedin.com/in/marzuqmazid](https://www.linkedin.com/in/marzuqmazid) 🌐 marzuqmazid.com

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, Operating Systems, Software Testing, Software Lab, Computing, Embedded Systems, Probability/Random Processes, Digital Logic Design, Engineering Design, Linear Systems & Signals, Circuit Theory, Electrical Engineering

Technical Skills

Languages: Python, Java, JavaScript, C, C++, Go, 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 – August 2026

Software Developer Intern

Austin, TX

- Contributed to the **HashiCorp Terraform Core Cloud** team, maintaining the Terraform Enterprise provider.
- Led a **Go SDK** major-version migration across dozens of resources and data sources with no user-facing changes.
- Shipped the refactor as small, incremental pull requests, using **acceptance tests** to protect existing behavior.
- Enabled adoption of an **OpenAPI**-generated SDK, cutting manual client errors and speeding new feature delivery.

Texas MSA

December 2024 – May 2026

Lead 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 – January 2026

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.