Marsel Fetlyaev

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EDUCATION

University of South Florida   **Graduation Date: May 2025**
Bachelor of Science in Computer Science   **GPA: 3.62 /4.00**

TECHNICAL SKILLS

- Programming languages: Python, C/C++, JavaScript, React, HTML/CSS, SQL, Lua
- Tools & Frameworks: Git, Linux, Microsoft Office, Firebase, noSQL, CI/CD, SSH
- Courses: Data Structures, Object Oriented Programming, CodePath Certificate in Software Engineering

EXPERIENCE

Williams Communications, Inc. - *Computer Networking and Software Engineer*   **Mar 2021 – Present**
- Create **Python** programs with Matplotlib and SSH, increasing speed of data retrieval and analysis by **90 percent**
- Integrate a cloud backup script using Python and **Netmiko** that automates the backup of **Cisco** devices weekly
- Design an interactive **GUI** system using Tkinter for Cisco **Routers and Switches** to display statistics regarding the current speed of ports on a dynamic graph and Excel spreadsheet

Code Ninjas - *Software Development Tutor*   **Oct 2019 – Apr 2021**
- Led a **5+ student class** of students, ensuring everyone was on the correct path to understanding coding concepts in **JavaScript, Python, and Roblox & Lua**
- Utilized a project-based learning system developing video games in **pygame and p5js** libraries to keep **15+ students** engaged for the full hour of a lesson
- Maintained an engaging classroom environment using pair programming method, resulting in higher attendance

Marshalls - *Associate*   **July 2019 – Mar 2020**
- Delivered a highly **satisfied customer experience** by interacting with customers positively and effectively and resolving any issues that arise
- Managed sales on a cash register by scanning items, itemizing, and totaling customers' purchases ensuring the company's financial stability

PROJECTS

Brilliant Mates (Python, SQL, Pygame, Pyexe, Tkinter)   **Jan 2022 – Aug 2022**
- Developed a two-player chess game in Python to allow players to analyze and review chess games
- Utilized **pygame, tkinter, and pyexe** for a full downloadable game with GUI and two-player interaction using an **SQLite** database for storing and retrieving game scenarios
- Followed an Object-Oriented design for chess piece creation and modification with classes and functions

Recipe Labs (JavaScript, React Native, Google Vision)   **Mar 2023 – May 2023**
- Developed a Recipe suggestion mobile application in React Native that allows users to find recipes quickly based on the ingredients they have in the fridge
- Collaborated with talented peers at the SHPE hackathon called Hackabull, successfully completing the workload in only 24 hours

LEADERSHIP

VP of Technology **– Society of Hispanic Professional Engineers (SHPE)**   **Mar 2023 – Present**
- Promote technology within the chapter by hosting 5+ tech events on topics such as Coding Fundamentals and Tech Interviews with 600+ total attendees to prepare the members for technical interviews and hackathons
- Orchestrate a 12-hour hackathon with 6 other on-campus organizations. by managing all logistics and fundraising over $3500 for the event to introduce hackathons to first-time hackers

Hackathon Co-Director **– Hackabull at SHPE**   **May 2023 – Present**
- Lead USF's largest 24 hour hackathon, promoting the event and organizing a team of 12 directors, resulting in over 500 projected attendees
- Assist students with workshop registrations, project creativity, and networking opportunities, ensuring hackers' satisfaction and growth mindset