Marsel Fetlyaev

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EDUCATION

University of South Florida	**Graduating May 2025**
Bachelor of Science in Computer Science	**GPA: 3.31 /4.00**

TECHNICAL SKILLS

- Programming languages: Python, JavaScript, React Native, ReactJS, OOP, SQL, Lua, CSS, HTML
- Tools & Frameworks: Git, Linux, Microsoft Office, Data Strictures, Firebase, noSQL, CI/CD, SSH
- Certifications: CodePath Certificate in Software Engineering (June 2022 - August 2022)

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 **50 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 current speed of ports on a dynamic graph and Excel spreadsheet

iD Tech Camps – *Software Development Tutor*　　　　**May 2021 – Present**
- Utilize a project-based learning system developing video games in **Python, JavaScript, and Lua** libraries to keep **15+ students** engaged for the full hour of a lesson
- Maintain an engaging classroom environment using pair programming method that results in higher attendance

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**

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 company's financial stability

PROJECTS

[Brilliant Mates](#) (Python, SQLite, pygame, pyexe, tkinter)　　　　**Jan 2022 – Present**
- 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
- Followed an Object-Oriented design for chess piece creation and modification with classes and functions
- Created a puzzle system using an **SQLite** database for storing and retrieving game scenarios

[LevelUp Fitness](#) (JavaScript, React Native, React JS, Firebase)　　　　**Dec 2022 – Present**
- Used **React Native** for a personalized survey application that works on iOS, Android, and PC to give users a platform to track their fitness progression and gain knowledge on body health
- Implemented user authentication with a **noSQL** database solution from Firebase to store user fitness data

[Beam Calculator](#) (Python, matplotlib, tkinter, Git)　　　　**May 2022 – July 2022**
- Developed an engineering beam calculator in **Python** to display graphical representations of forced applied to areas of the beam, to be able to visualize force distribution and adjust the beam properties when needed
- Managed the development team by distributing the workload and publishing new features using **Git** workflow
- Utilized **matplotlib and tkinter** libraries for multiple graphs of information and purposeful **UI and UX**

LEADERSHIP

Peer Leader for Calculus and Computer Science Fundamentals　　　　**Jan 2022 – Dec 2022**
- Led an optimal study environment to help peers acquire the necessary knowledge to succeed in college courses
- Provided valuable Computer Science and Calculus information and presented it using Inquiry-Based Teaching

Society of Hispanic Professional Engineers (SHPE)　　　　**Sep 2022 – Present**