

Marwan Warnick

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SUMMARY OF QUALIFICATIONS

I am a second-year Computer Science student at Washington State University with strong programming and problem-solving skills. Experienced in C and C++ development through academic projects and hackathons. Proven ability to collaborate effectively in teams and communicate clearly with peers and supervisors. Strong multitasking, time management, and reliability gained through consistent employment while studying full-time.

EDUCATION

Washington State University <i>Bachelor of Computer Science</i>	Pullman, WA Aug. 2024 – May 2028
Big Bend Community College <i>Associate's in Arts and Sciences</i>	Moses Lake, WA Aug. 2022 – June 2024

EXPERIENCE

Southside Cafe <i>Washington State University</i>	Sep. 2024 – Apr. 2025 Pullman, WA
• Prepared and served food while maintaining quality and safety standards in a fast-paced environment. • Collaborated closely with kitchen and service staff to ensure efficient operations and timely customer service. • Demonstrated adaptability by performing multiple roles, including cooking, cleaning, and cashiering. • Maintained a positive attitude and reliable attendance record, contributing to a cohesive team environment.	
Subway Sandwich Artist <i>Moses Lake, WA</i>	Feb. 2022 – Present
• Provided high-quality customer service by efficiently preparing customized orders during peak hours. • Trained and mentored new hires, emphasizing food safety and customer interaction best practices. • Collaborated with team members to manage rush periods and maintain a clean, organized workspace. • Built strong interpersonal communication skills and maintained professionalism under pressure.	
Lawn Care Business Owner <i>Moses Lake, WA</i>	Summer 2020
• Founded and managed a small lawn care business, developing strong time management and organizational skills. • Delivered consistent, high-quality service to multiple clients through efficient scheduling and task prioritization. • Built client relationships through professionalism, reliability, and clear communication.	

PROJECTS

Battleship Game C	March 2025
• Developed a complete Battleship game featuring human vs. computer gameplay logic. • Implemented random ship placement, user input validation, and structured turn-based gameplay. • Applied problem-solving and debugging techniques to ensure efficient, error-free performance.	
Mental Math Game C	January 2025
• Collaborated with a small team during a hackathon to design and implement a math-based challenge game. • Integrated scoring, combo mechanics, and difficulty progression to enhance gameplay engagement. • Used GitHub for version control, teamwork, and collaborative code reviews.	

TECHNICAL SKILLS

Languages: C, C++
Developer Tools: VS Code, Visual Studio, GitHub
Operating Systems: Windows, Linux
Soft Skills: Teamwork, Communication, Adaptability, Time Management