Quincy Muzik

(507)-481-8345 | quincymuzik0116@gmail.com | https://www.linkedin.com/in/quincymuzik/

SUMMARY OF QUALIFICATIONS

- Demonstrated knowledge of Software Engineering across various college courses and personal projects.
- Developed software across various disciplines such as customer service and automation.
- Advanced communication skills demonstrated during software development to meet client requirements.
- Collaborated with software development teams to design software, assign workloads, and perform testing.
- Demonstrated the ability to learn new technologies by creating various projects across multiple disciplines.

EDUCATION AND CERTIFICATIONS

University of Wisconsin – Stout || Menomonie, WI
Bachelor of Science in Computer Science || Minor in Mathematics   January 2025

Riverland Community College || Austin, MN
Associate in Applied Science in Computer Technology   May 2021

TECHNICAL SKILLS

- C++ / C#
- Python
- Java
- HTML5
- CSS3
- SQL
- GitHub
- Operating Systems
- Database Design
- Object Orientated Programming
- Full Stack Development
- AGILE Methodologies

EXPERIENCE

Project File Folder Preparation Tool, Python / VS Code, Personal Project   July 2025

- Developed a Python tool for project workflows that creates file/folder structures for new projects.
- Uses command line that allows the user to enter the project template type, name the project, and then create file/folder structures with names dates.
- Creates directories via the OS library imports formatted current date with via the DateTime Library.

Media File Converter, Python / VS Code, Personal Project   December 2024

- Developed a Python tool for content creation workflows that allows a user to convert media files from one type to another.
- Uses command line that allows the user to enter the file location, select media type, choose a media codec for conversion, rename the file, and save it in a new location.
- Allows the user to convert media file types to another via the MoviePy library.

Motion Capture Actor Database, MySQL, Database Systems Class Project   April 2023 – May 2023

- Developed a database for actors in motion capture with 4 tables: actor, agent, project, and scene.
- Used various foreign keys such as Actor ID and Talent Agent ID to combine tables together.
- Entered SQL statements that allowed database manipulation and viewing for specific data.

Car Rental System, C++ / Visual Studio, **Data Structures Class Project**   October 2022 – December 2022

- Developed a C++ command line application that allows a user to import a .txt file list of vehicle objects stored in a data structure.
- Allows the user to search a for vehicle based on vehicle name, type, number, etc.
- Refactored over the course of two months to incorporate different data structures such as doubly linked lists, arraylists, singly linked lists, etc.

Pizza Ordering Application, Java / Eclipse IDE, **Computer Science 2 Class Project**   April 2022 – May 2022

- Developed a Java / JavaFX application made with Victor Mondragon to have customers order pizzas.
- Utilized JavaFX to create a GUI for the user to make it more user friendly.
- Allows the user to order a pizza based on size, toppings, special requests then provide an address for delivery or pickup.