Matthew Vazquez

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EDUCATION

Michigan State University | East Lansing, MI   **May 2026**

Bachelors of Science in Computer Science Engineering
- **Relevant Courses:** Data Structure & Algorithms, Operating Systems, Software Design
- **Honors:** Dean's List (Fall 2022, Spring 2023)

TECHNICAL SKILLS

Languages: Python, C++, SQL
Frameworks/Libraries: PyQt5, Pygame, FastAPI, Pandas, Numpy
Tools: Git, SQLite, Linux
Methodologies: Object-Oriented Programming, Constraint Programming, Agile, Git Workflow

RELEVANT EXPERIENCE

East Lansing Parking Department – East Lansing, MI

Parking Ambassador   **November 2024 – Present**
- Developed a scheduling tool in Python using PyQt5 and SQLite to assign weekly shifts for 20+ employees with over 49 weekly open shifts.
- Built a permit data analysis tool to process 1,200+ daily vehicle entries, increasing parking efficiency and turnover.
- Automated internal reports with Python, streamlining machine usage tracking and eliminating manual errors.

PROJECTS

WordPong | Personal Project   **May 2025**

github.com/vaz17/wordPong
- Built a LAN multiplayer typing game in Python using Pygame and sockets.
- Designed real-time word matching and player interaction system for local competition.

Employee Scheduler | Personal Project   **Nov. 2024**

github.com/vaz17/scheduler
- Created a desktop scheduling app with a PyQt5 GUI and SQLite backend.
- Implemented Google Or-Tools to generate optimal schedules with custom constraints and availability.

Sparty's Boots | School Project   **Nov. 2024**

github.com/vaz17/SpartysBoots
- Collaborated with a team of 4 to develop a C++ game engine featuring animation playback and sprite management.
- Designed and implemented object-oriented systems for scene transitions and character motion.

EXTRACURRICULARS

Spartan Hackers, MSU | Member   **Jan 2023 – Present**
- Attended weekly workshops covering Python, web development (React, FastAPI), Git, and software architecture.
- Collaborated in team-based coding challenges to build full-stack applications under time constraints.
- Competed in SpartaHack 8 & 9, developing functional prototypes within 24-hour hackathon windows.
- Gained hands-on experience in version control, API design, and user-focused project interation.