Alejandra Maciel Cuevas

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EDUCATION

Bachelor of Science in Computer Science
University of Texas at El Paso (UTEP)

Expected: 05/2021
Cumulative GPA: 3.37/4.00

WORK EXPERIENCE

Learning Environments - Instructional Technologist   *04/2018 - Present*
The University of Texas at El Paso

- Develop STEAM related projects for the department, college students, staff and faculty and Tech-E camps.
- Provide technology workshops to over 1000 college students per semester about Swift/Xcode, Python, Arduino, etc.
- Manage a team of over 25 employees to find solutions for technological issues, provide maintenance to the maker space machinery and work on innovative projects for the department.
- Assist teachers with technical issues in over 20 classrooms and teach them how to incorporate high end technology devices to their classes. Also, provide assistance in programs from Microsoft Office and iWork.

TECHNICAL PROJECTS

- Database: Design, build and implement a database (SQL) for the Engineering Center of the university. Build a website as the user interface for the database.
- Classroom Control: Clean and update code for iOS application that controls lights, video display and audio from the classrooms and auditoriums of the building.
- Device Tracker System : Program (Python) RFID readers and work on tags to track the devices that are being lend to students and make sure they stay inside the building.
- Tech-E (K-12) programming: NeoPixel Yo-Yo; Program a circuit playground to play sounds and light up with movement. Light Tag; Program a circuit playground to detect changes in light and work as the target for the player.

SKILLS

- Programming Languages: Java(*Advanced*), Python(*Advanced*), and Swift(*Novice*).
- Web Development: mySQL(*Intermediate*), HTML5 and CSS(*Intermediate*), and PHP(*Novice*)
- Languages: Spanish and English (*Advanced*). French(*Intermediate*) and Chinese(*Novice*).

VOLUNTEER EXPERIENCE

Preserving Data Privacy and Security Research: *08/2020 - Present*
- Conduct research in the topics of security and privacy preservation in education. Analyze the backend of Dysgu, an adaptive system to redesign out-of-class activities, for security breaches and enhancement opportunities. for privacy preservation.

TECH-E Summer Camp (UTEP) / Instructor :   *04/2018 - Present*
- Provided interactive workshops to over 1200 k-12 students, focusing on STEAM related topics such as programming, web development, 3D Design, robotics and circuits.

Hackathon (ACM):   SUNCITY HACK | *04/26 - 28/2019*   HACK915 | *11/22 - 24/2019*
- Organize a 3 day programming competition in which college students have to design and build a prototype solution for a specific issue and create a business model for it. Responsibilities include gathering sponsors, providing technical workshops, and habilitating resources to support the teams.

LEADERSHIP

Association for Computing Machinery   *08/2019 - 05/2020*
Officer (Secretary)
- Organize technical workshops and social events for over 50 college students. Conduct general meetings and communicate professional development opportunities to students.