

Telma Zelaya

Location: Boston, MA

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SUMMARY

Software Engineer with experience designing and developing mobile applications, IoT-based devices, and hardware controllers from concept to deployment. Motivated self-starter focused on leveraging the latest technologies and experience delivering youth computer engineering programs to create innovative technology solutions that expand functionality and improve user experience.

SKILLS

- **Engineering:** Software & Hardware Design, Mobile applications, Internet of Things, Backend Development & Infrastructure, FPGA Programming, Coding, Testing & Code Coverage, Quality, Scalability, Performance, Reliability, Documentation
- **Leadership:** Strategic Planning & Execution, Project Management, Prioritization, Process Improvement, Collaboration
- **Software:** Java, C++, C#, Javascript, Python, SQL, Verilog/VHDL, Microsoft Office, Adobe Premiere, Windows 8.1/10, MacOS

EDUCATION

- Bachelor of Science in Computer Engineering, Boston University

WORK EXPERIENCE

Data Integration Engineer/Boston Public Schools

2021 - Present

- Extensive Database, SQL, AND Spreadsheet competences
- Independently conducts work on the full life cycle of data engineering to include analysis, solution design, data pipeline engineering, testing, deployment, scheduling, and production support.
- Designs, codes and supports functional intra-departmental procedures and process-flows within cloud infrastructure and application stacks with focus on database development/management and data integration procedures utilizing ETL processes and procedures across multiple platforms.
- Provides comprehensive performance and risk related data point analysis within our cloud infrastructure to improve management's ability to effectively streamline IT productivity and fiduciary requirements.
- Building queries, extracting and, manipulating data using SQL/T-SQL

Program Manager, AlphaBEST Education

2019 - Present

- Develop age-appropriate curricula and activities for the Afterschool Program and STEM Summer Camp to introduce youth to technology concepts while creating a positive atmosphere to boost student confidence and engagement.
- Lead hands-on material engineering projects covering Minecraft Modeling, Lego Robotics, First Lego League, 3D Design and Printing, Drone Building, Coding and Programming, and General Engineering.

Paraprofessional, Revere Public Schools

2012 - Present

- Work one on one with individual students and in small groups of five K-5 students to reinforce learning, monitor progress, supervise curriculum-based testing, and improve overall academic outcomes with teachers and administrators.
- Develop strategies for instructional design, lesson planning, and interactive activities based on student needs and abilities.