MARÍA JOSÉ JARA HERRERA

Computer and Systems Engineer - Developer

jaraherreramariajose@gmail.com | +57 315 7978099 | Bogotá D.C, Colombia | LinkedIn | GitHub | Portafolio

PROFESSIONAL PROFILE

Systems and Computer Engineering student at the National University of Colombia with a solid background in software development and a particular focus on web technologies and automation. I stand out for my experience in the development of fullstack projects, using technologies such as Python, JavaScript, React and Node.js. I have a significant background in creating interactive applications and video games, demonstrating versatility and adaptability to different development environments.

ACADEMIC BACKGROUND

- Systems and Computer Engineering Universidad Nacional de Colombia 2020 Current
- Academic Baccalaureate I.E. Claretian Gustavo Torres Parra 2019

COURSES AND CERTIFICATIONS

- Microsoft Dynamics 365 (CRM, NAV, AX) Intro Training Course Udemy 2025
- Keeping Track of Activities in Dynamic 365 for Sales SkillSoft 2025
- Automation Anywhere 360 A2019 Complete RPA Training Course Udemy 2025
- Power BI Fundamentals EY Global Limited 2025
- Unconscious Bias Disability EY Global Limited 2025
- Backend with Python Universidad de los Andes 2025
- Wordpress for Beginners Master Wordpress Quickly Udemy 2025
- Concurrency SkillSoft 2025
- Introduction to Inclusive Leadership for All EY Global Limited 2025
- English Development Series Exploring Futures Thinking in the age of IA EY Global Limited 2025
- PL-900T00-A: Microsoft Power Platform Fundamentals Microsoft Learn 2025
- Writing Prompts and Practical Uses for AI and GPT Chat Udemy 2025
- Al Agents Transforming Complex Businesses and Processes Udemy 2025
- Al Now 2.0 Use GEN Al as your Thought Partner (Module 1 2) Coursera 2025
- Artificial Intelligence Course Principles and Fundamentals Universidad del Rosario 2023
- Course in Coding and Programming in Python Universidad del Rosario 2023
- Skills for Life SENA 2023
- Python Programming Course WIE UNAL 2021
- Computer Architecture SENA 2021
- Innovation Laboratory Practical Workshop on Programming for All Universidad Nacional de Colombia - 2021
- Third Person Video Game Design with UNITY SENA 2020
- Information Management Competencies Universidad Nacional de Colombia 2020

- Induction to University Mathematics EAN Universidad 2020
- Introduction to Programming Carlos Slim Foundation 2020
- C++ Programming Level 0 to 2) SENA 2019
- Strategies for Reading Comprehension Improvement SENA 2019
- Adobe Photoshop SENA 2019
- English Dot Works (Level 0 to 7) SENA 2019 2020
- Design and Prototyping SENA 2018
- Techno academy: Contextualization in Science, Technology and Innovation SENA 2018

SKILLS

- **Programming Languages:** Python, C++, Java and JavaScript.
- Backend: JavaScript, NodeJS and Python.
- FrontEnd: HTML, CSS, JavaScript and React.
- DataBase: MySQL and PostgreSQL.
- Automation and RPA: Microsoft PowerApps and Automation Anywhere.
- Other Programming Tools or Languages: WordPress, MATLab and UNITY.

PROJECTS

PlanifiKlub - React, Node.js, JSX, Supabase.

https://github.com/luisdiazv/planifiklub

Web platform dedicated to country clubs for the reservation of buildings for their events

NodeMailer Web Service - PlanifiKlub - JavaScript, API.

https://github.com/luisdiazv/pk_EmailService

API for the e-mail function of the PlanifiKlub platform.

<u>Cake Delivery – Python, Compilador.</u>

https://github.com/camunozv/CakeDelivery

Compiler that works as a simple game of RPG genre with an aesthetic similar to games of the 80s era.

Heladería - Python, Flask, SQLAlchemy.

https://github.com/StoryChara/PROYECTO3-mjarah

Web project using Python Flask, project done in a course at Universidad de los Andes.

Punch-Out!!! - JavaScript, HTML, Processing.

https://github.com/StoryChara/punch-out

Recreation of the Nintendo Punch-out game, of the battle level against Myke Tyson.

Angry Birds – JavaScript, HTML, Processing.

https://github.com/StoryChara/Angry-Birds

Recreation of the first level of the Angry Birds game by Rovio.

<u>Fog Shader – JavaScript, HTML, Processing.</u>

https://github.com/StoryChara/Fog-Shader

Fog Shader, adjustable distances

<u>Cartidy – Python.</u>

https://github.com/StoryChara/Cartidy

Magi chart organizer using different types of data structures.

Duck Hunt - JavaScript, HTML, Processing.

https://github.com/StoryChara/Duck-Hunt

Recreation of Nintendo's Duck Hunt game, becoming an infinite game, without levels.

Stonehenge - JavaScript, HTML, Processing.

https://github.com/StoryChara/stonehenge

Creation of Stonehenge with figures, using translates and rotates.

<u>Tangram – Java, Processing.</u>

https://github.com/StoryChara/tangram

Tangram game with several levels or the option to create your own level.

Stardew Time – JavaScript, HTML, CSS.

https://github.com/StoryChara/Stardew_Time

Modified watch for a Stardew Valley roleplay along with all the in-game purchase information.

LANGUAGES

• Spanish: Native level.

• English: Level B2.

• Japanese: Level N5.

OTHER SKILLS

- · Inclusiveness.
- · Gender Equality.
- Design and Prototyping.
- Photoshop and Canva.
- Management and Creation of Content for Social Networks.

EXPERIENCE

Intern CS. Current

I am in charge of helping in the area of Technology Consulting - AI & Data *Technologies:* Automation Anywhere, Microsoft PowerApps.

Student Assistant, 2025

I was in charge of resolving students' doubts and grading assigned work in the course.

Technologies: C++

Student Assistant. 2025

I was in charge of resolving students' doubts and grading assigned work in the course.

Technologies: Python

Cashier, 2018 - 2019

I was in charge of the collection of the services and lunches offered in the restaurant, customer service.

Technologies: - - -

REFERENCIAS

Jenny Poveda - Family

Physiotherapist 3005542873 / 3195046265

Carolina Jara - Family

Systems Engineer UNIMETA 3017568354

James Olaya - Personal

Physics Graduate and Teacher 3057460299 / 3192615777

Diego Caro - Personal

ASUS COLOMBIA Systems Engineer - Web Designer 3115546294