

EMMY DANIELA ARIAS PARDO

AI PRODUCT BUILDER & ANTHROPOLOGIST

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ABOUT ME

Anthropologist and archaeologist with experience in the design and implementation of technological solutions, especially applied to cultural heritage. I have developed projects that include process automation, database normalization, data capture interfaces, and digital prototypes for inventory collection. My work combines technical expertise (scripts, Excel macros, workflow automation, UX/UI prototyping) with product management skills (coordination of interdisciplinary teams, user alignment, and training), acting as a bridge between archaeological knowledge and technological solutions. I am passionate about making information more accessible, secure, and reliable, applying technology to optimize processes.

LABORAL EXPERIENCE

Archaeologist & Digital Transformation

Colombian Institute of Anthropology and History - ICANH
March 2024 - Present

Led digital modernization initiatives for Colombia's national inventory of archaeological assets, improving core processes such as data normalization, consultation, valuation, and the coordination of laboratory and collections teams.

- Designed and implemented a mapping files system via Google Drive reducing manual linking work by ~95% and improving consultation times.
- Standardized and normalized 350,000+ Excel cells, correcting formats, cleaning data structures, and preparing the archaeological inventory for migration to a centralized information system.
- Designed the UX/UI of Colombia's upcoming national inventory system, gathering requirements, creating workflows, and coordinating functional testing between ICANH teams and external technology partners.
- Built an AI-supported valuation platform to replace Excel-based pricing models for mobility policies, improving consistency and reducing manual errors. Prompt engineering for Cursor management and Git/GitHub version control, ensuring proper change tracking.
- Created a workflow using Google Sheets + Calendar + Telegram to automate weekly coordination between the Archaeological Collections team, significantly improving communication and scheduling efficiency.
- Implemented multiple automation pipelines across Google Workspace (JavaScript) to accelerate key inventory operations, reducing manual workloads and optimizing the use of institutional time and resources.
- Designed and developed RetabloBot, a conversational agent connected to the archaeological assets inventory to streamline internal queries and support research-related information requests using n8n.

PROJECTS & AWARDS

Archaeological Inventory System (SIARQ)

Built a functional inventory system leveraging Google Gemini API, Supabase (PostgreSQL), and Cloudinary, creating a responsive workflow tailored to archaeologists' needs for field data management and collection inventory processes. Additionally, implemented embeddings-based semantic search to improve the accuracy and relevance of information retrieval across archaeological records.

AI Voice & Message Hackathon – 3rd Place

Led the UX/UI design using Figma and integrated MCP tools for Cursor to create a prototype for an automated interview platform for developers across LATAM, incorporating an AI voice agent that conducted structured interview interactions.

SKILLS

- Python
- JavaScript
- N8N
- Low-code tools
- Figma
- Data analysis
- MCP Tool
- AI fundamentals (OpenAI, Gemini)
- Prompt engineering

LANGUAGES

- English (Conversational – B2)
- Spanish (Native)

CERTIFICATIONS

- Claroty Implementation Engineer
- Claroty Support Engineer
- Claroty Technical Sales Professional

EDUCATION

Anthropology
Universidad de los Andes
(2018-2022)

COMPLEMENTARY STUDIES

- Excel (basic, intermediate, advanced)
- IT for Girls: Cibersecurity and OT
- Modern Python 3 Bootcamps