Jessica Orihuela Rojas

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Education

UNIVERSITY MAYOR OF SAN SIMÓN   Cochabamba, Bolivia
Industrial Engineering Student
Thesis: Ergonomic Study in workplaces of workers of the Semapa company

SANTA ANA DE CALA CALA MARYKNOLL EDUCATIONAL UNIT   Cochabamba, Bolivia
Current participant in mathematics and computer science olympiads   Dec 2013

Technical Skills

- HTML
- CSS
- JavaScript
- React
- Sass
- Bootstrap
- Git
- Github
- Python
- Visual Basic for Applications
- Power Bi
- Figma
- Affinity Designer
- Adobe Illustrator
- Spline 3D
- Microsoft Excel

Experience

MUNICIPAL SERVICE OF DRINKING WATER AND SANITARY SEWER   Cochabamba, Bolivia
Work Safety and Health Assistant   Feb. 2023 - Present

- Create automated spreadsheets with VBA to improve inventory and equipment provision processes.
- Design and program a workbook in Excel with macros for the evaluation of ergonomic risks, integrating a database of personnel and their evaluations.
- Create interactive presentations for staff training, using UX/UI design principles.
- Instruct staff in the use of technological applications and tools, improving operational efficiency.
- Carry out ergonomic studies analyzing workstations in the Cala Cala Plant and in the Commercial Management, identifying dangers and evaluating risks as well as improvements to optimize the productivity and well-being of the staff.
- Create procedures for the evaluation of ergonomic risks in workstations, using digital tools to document and analyze data.

MEC4.0   Cochabamba, Bolivia
Jr. Frontend Developer   Mar. 2023 - Dec. 2023

- Coordinate teams and resources to ensure successful completion of projects within established deadlines and budgets.
- Create an automated program for generating quotes, improving the efficiency and accuracy of the process.
- Implement the development of a responsive website for the MEC4.0 company, ensuring an optimal user experience on all devices.
- Create responsive designs in Figma for the Icónico company website, following UX/UI design principles.
- Develop the design of a web application for managing staff tasks through a virtual experience: Virtual Office.
- Collaborate in the development of a facial recognition system to control entry

and exit of personnel.
- Create a cost estimation tool and design electrical circuits scaled according to the project requirements.

UNIVERSITY MAYOR OF SAN SIMÓN
Teaching Assistant

<div align="right">Cochabamba, Bolivia
Apr. 2015 - Nov. 2019</div>

- Teach auxiliary classes of the subject Computer Science I to students of Industrial Engineering and Electromechanical Engineering.
- Instruct in algorithms and pseudocode, providing a solid foundation in programming logic.
- Train in Visual Basic and Python programming languages, facilitating the understanding and application of programming concepts.

NATIONAL BOLIVIAN BREWERY
Intern

<div align="right">Cochabamba, Bolivia
Aug. 2018 - Jan. 2019</div>

- Develop and schedule automated spreadsheets in Excel, improving efficiency and accuracy in data tracking.
- Instruct staff in autonomous operations, facilitating the adoption of new technologies and work methodologies.
- Design and develop interactive and dynamic training materials for staff, using digital tools.
- Collaborate in the development of a project to generate online notices, improving communication and system efficiency.
- Develop an automated spreadsheet to track third-party entries and exits, optimizing access control and security.

Leadership & Activities

PYTHON COCHABAMBA
Community Organizer

<div align="right">Cochabamba, Bolivia
Oct. 2023 - Present</div>

- Coordinate and facilitate programming events and workshops, promoting learning and the technological community.
- Participate in the planning and execution of the Pycon Bolivia 2023 event, ensuring a successful experience for attendees.
- Collaborate in the organization of the Python4Gaming 2024 event focused on video games, managing graphic design and content publication.
- Assist in the organization of a local Python event, PyDay Cochabamba 2024, including the evaluation of presentations and the design of graphic materials.
- Select presenters and facilitators for events such as Pycon Bolivia 2023 and PyDay Cochabamba 2024, ensuring high quality content.
- Create graphic designs and posts to promote Python4Gaming and PyDay Cochabamba 2024, using digital design tools.
- Create slide templates for presenters and facilitators in Python4Gaming and PyDay Cochabamba 2024, improving visual coherence and professionalism.
- Develop and manage the publication calendar for Python4Gaming, optimizing the dissemination of information and participation.
- Contribute to the creation and updating of the PyDay Cochabamba 2024 event website, ensuring accessibility and functionality for users.