

UE4 Generalist Programmer

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Diego Galdamez

UE4 GENERALIST PROGRAMMER

About me

I am a Chemical Engineer who after working for almost 3 years in the field decided to be a UE4 Generalist Programmer. I have some experience with programming languages (Actually Python, PHP and Javascript).



Software

Unreal Engine 4, VS Code,
Jupyter Notebook, Matlab.

Education

Chemical Engineering
degree (2011-2019)

September 2021 – January 2022

Hanesbrand Inc. – La Libertad – El Salvador

QUALITY DATA ANALYST

Review, consolidate and analyze production data for strategic decision making | Create and manage indicators in the quality department | Manage of digitalization project for quality data entry platform in production.

May 2019 – August 2021

La Constancia. – San Salvador – El Salvador

MANAGEMENT STAFF ENGINEER

Manage KPIs for productive areas, analysis of weekly and monthly deviations | Creation and upload indicators dashboard | Deviations report | Support in the implementation of the VPO management system and support in the digital transformation.

September 2021 – January 2022

La Constancia. – San Salvador – El Salvador

MANAGEMENT STAFF ENGINEER

Follow up of process indicators and production efficiencies | Creation of a dashboard of indicators under the VPO management system | Deviations report | Monitoring of daily meetings.