

UE4 Generalist Programmer

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El Salvador.

Diego Galdamez

UE4 GENERALIST PROGRAMMER

About me

I'm a generalist software developer. I started my career on the manufacturing industry, since the very early days I discovered my passion to the tech, I found myself working from engineering management to data analytics and everything in between always oriented to tech, I have knowledge in UE4 and Unity. I have experience on Python, PHP and Java Script.



Software

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

Education

Chemical Engineering
degree (2011-2019)

WORK EXPERIENCE

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.

OTHER STUDIES

May 2021

Datacamp

INTRODUCTION TO SQL

November 2020 – December 2020

Datacamp

INTRODUCTION TO MACHINE LEARNING

December 2020

Datacamp

DATA MANYPULATION WITH PANDAS (PYTHON)

October 2020

Datacamp

INTERMEDIATE PYTHON