

# CRISTHIAN CAMILO GÓMEZ MAYOR

INDUSTRIAL ENGINEER

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<https://github.com/cristhiangomezm>

Bogotá, Colombia

## SUMMARY

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Industrial Engineer with 4 years of experience in Supply Chain Management in consumer goods companies and a Self-taught Software Developer. Interested in a career change to technology sector as a Business Analyst or Software developer. Person with skills such as **Leadership and Teamwork. Focused on values such as empathy, communication and perseverance.** Knowledge in Java, Python, SQL and SCRUM.

## PROFESIONAL EXPERIENCE

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### Quala S.A.

Bogotá, Colombia

*Sr. Supply Chain Planner (Desserts, Powdered Soft Drinks and Soups-Condiments).* 12/2017 – 03/2021

- Responsible for the supply of the categories Powdered Drinks (Suntea, Sabiya), Soups and Condiments (Doña Gallina, Ricostilla, La Sopera) and Desserts (Gelatina Frutiño, Bonice, Quipitos)
  - Execute MRP process to define purchase orders (Quantity and arrival dates)
  - Schedule the production plan of all SKU's
  - Raw material management and loss of value control
  - Lead new products launches (I led 6 new product launches)
- Executed the planning of a splice of finished goods of Doña Gallina and Ricostilla in the Traditional and Modern Channel of sales. This project has a potential savings of +1000MM / year.
- Achieved a decrease in the loss of value of the company by more than \$ 800 MM COP, leading material consumption plans, reformulations, and extensions of useful life.

## SOFTWARE PROJECTS

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### Sudokuland (Play Store – Android)

I developed a native Android App called Sudoku published on the Google Play Store (<https://play.google.com/store/apps/details?id=co.appengine.games.sudokuland>). The app was developed with Java and I used SQL to store the Sudoku's table data. I designed the user interface and the logo and implemented Google Admob to monetize the App with Banners. I also include a payment system that allows users to acquire the premium version which unlock Insane level and remove the Admob Ads.

Repository (<https://github.com/cristhiangomezm/sudokuland>).

Technologies: Dagger2, XML, Google Admob, Android Studio, SQLite, Java.

### PrestandoAndo (Android)

Currently working on a Native Android App called PrestandoAndo that allows user to manage their personal loans.

(<https://play.google.com/store/apps/details?id=com.appengine.software.utils.prestandoando>)

I've been developing the app with Kotlin. First, I designed the user interface using basic AdobeXD skills, then I designed the system and defined which libraries and tool I was going to use. I'm using libraries and technologies such as Firebase (using Firebase Firestore as a remote database, Authentication system and Crashlytics to monitors issues), Hilt (Dependency Injection), Room (local SQLite database) and developing the app with MVVM architecture.

Repository: <https://github.com/cristhiangomez/prestandoando>

## EDUCATION

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**Universidad Icesi**

Cali, Colombia

**Industrial Engineering**

February 2017

**Languages:** Native Spanish, Fluent English

**Software:** Advanced Excel, SAP, QAD

**Other skills:** Leadership, Teamwork, SCRUM

**Courses:**

- Swift Programming, OOP Programming, SQL and MySQL, Java, Javascript, Python, HTML5 & CSS3, Django Framework – Platzi
- Java Beginners, Intermediate & Advanced – (codewithmosh.com)
- Data Structures Intermediate – (codewithmosh.com)
- Git & Github - (codewithmosh.com)