🦜🔗 AI Imagery & Gaming

Austin LangChain Users Group

Log into Sessions @ meet.aimug.org

Go here for Transcripts, Q&A, Links

https://event.meet.aimug.org/austin_langchain/hosted-gpu-access-ai-image-generation-llm-driven-npcs-in-games-and-more

LangChain Quickstart

Ricky Pirruccio [in]

Manufacturing Engineer
Applied Materials

Riccardo Pirruccio is a Manufacturing Engineer at Applied Materials, holding a Bachelor's in Mechanical Engineering from the University of Texas at Tyler. His expertise lies in developing manufacturing intelligence applications in the semiconductor supply chain sector.

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Agenda

- Welcome Message
- News & Announcements
- Talks and Labs!
  - **Integrating AI into Web Applications With Paperspace by DigitalOcean**
  - **AI Image Generation with Automatic 1111**
  - **AI gaming with LangChain NPC's**

Welcome - Austin LangChain

- Local Austin LangChain User Group
  - Discord - https://discord.gg/fjQfpwcsZX
  - Github - https://github.com/colinmcnamara/austin_langchain
  - Meetup - https://www.meetup.com/austin-lanchain-ai-group/
  - Twitter - @AustinLangChain
  - Youtube - https://www.youtube.com/@AustinLangChain
- Monthly in person meetings & workshops
- Monthly virtual meetings
- Low stress, learning and sharing
- Connect with other early adopters
- Learn, Share, Grow

- CoC - **Be cool** to each other, no gross behavior

Thanks to our Supporters

Amini & Conant - Meeting Space

KeyChange - Food & Beverage

Always Cool Brands - Sessions Platform

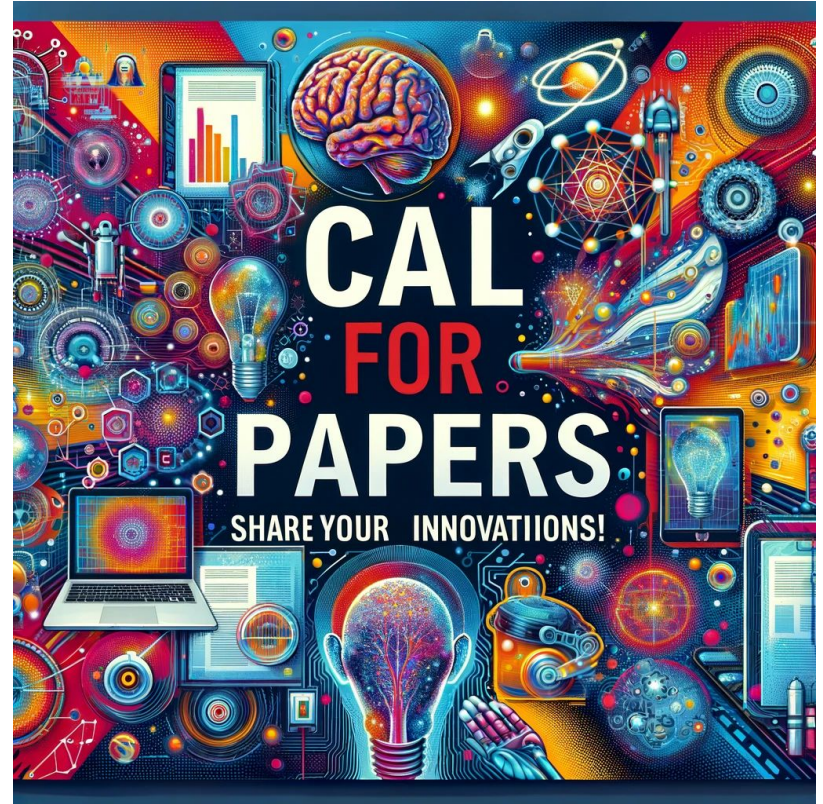**Contributors** - code, content, community

News and Announcements

- Hacky Hour - 6pm Wed April 17th @ Central Machine Works
  https://www.meetup.com/austin-langchain-ai-group/events/299873427/
- Office Hours Tuesdays at 2pm on Discord - https://discord.gg/fjQfpwcsZX
- Community call Thursdays at 2:30 -
  https://app.sessions.us/session/56b791ec-0676-45ee-9caf-cfd72b3faa32
- Video Posted Exploring LangGraph - https://www.youtube.com/watch?v=c-7xpl7ahZw&t=106s
- Blazer Tag w/ KJES4 Sunday April 7th @ 12 Noon

Call for Papers

- Present your work!
- Learn together!
- Improve on an introduced concept!
- Post your idea on our discord!

Want to review our last meeting?

https://www.youtube.com/watch?v=c-7xpl7ahZw&t=106s&pp=ygUcYXVzdGluIGxhbmdjaGFpbiB1c2VycyBncm91cA%3D%3D

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Integrating AI into Web Applications

James Skelton

Technical Evangelist
Paperspace

James Skelton is a technical evangelist and ML engineer for Paperspace by DigitalOcean. For the past two years, he has led Paperspace content creation efforts through the Paperspace Blog and Tech Talk webinar series. His focus is largely on reviewing and developing Deep Learning applications on the cloud, and creating useful tutorials for users of all skill levels to learn about open source Deep Learning projects.

AI Image Generation using Automatic1111

Karim Lalani [in]

Software Engineer
Office of the Governor of Texas

Karim Lalani, a seasoned Software Engineer with over 16 years of expertise, has recently delved into the realms of AI/ML and Large Language Models (LLMs). Holding a Bachelor's in Computer Science, Karim has excelled in roles at The Office of the Governor of Texas, Intrivo Diagnostics, Sertainty Corporation, and Wipro Gallagher Solutions. His career is marked by providing hands-on engineering support, impactful contributions, and leadership for diverse projects.

LangChain based NPCs in AI Gaming

Dan Manning [in]

Principal Engineer
Pixel Valley

Dan Manning, a Software Architect and Game Designer in Austin TX for over fifteen years, has left an indelible mark on gaming with cult-classic titles spanning Xbox, Android, iOS, and even the Atari 2600. At the forefront of innovation, Dan's upcoming talk will delve into the exciting realm where AI, LLMs, and game design converge, illuminating how these technologies intertwine to craft immersive and emergent gaming experiences that redefine the boundaries of interactive entertainment.

Thank you - Please Join

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