Hackathon 2019 - V-Soft

https://youtu.be/GgpydVTOMdA

Programing of Nodes, Routes and Pedestrians Artificial Intelligence.

Traffic Solving Simulator VR made with Unity. Programmer in a 4-person team.

 (Made at Puebla MLH Hackathon 2019)

▪ Designed with C#, Python3 and Java to make data analysis and solve traffic time.

▪ Designed all the node routes and intelligence of the pedestrians.