Hector Pulido

Mechatronic engineer, Programmer

👤 Profile

I'm just a **game developer** with delusions of **Youtuber** and Twitch Streamer, I Also love **machine learning** and Decentralized Technologies (**Blockchain**), I have a lot of free and public repositories in my github, there are different mixed worlds there and I can't say that I doesn't love that.

🎓 Education

Mechatronic engineer, Universidad Autonoma del Caribe, Barranquilla Atlantico Colombia
June 2005 – March 2019

📊 Highlights open source projects

Evolutionary Neural Networks on unity

This is a **Reinforcement learning** algorithm made with Unity and C# that uses **Neural networks and Genetic Algorithms**
github.com/HectorPulido/Evolutionary-Neural-Networks-on-unity-for-bots

Imitation learning in unity

 What if we record all the information in a game, and we record the player actions, then we train a **neural network** with that data? Thats what this is.
github.com/HectorPulido/Imitation-learning-in-unity

Decentralized Twitter like app made with blockchain as base

 Decentralized Twitter like app made with **blockchain** in python and javascript
github.com/HectorPulido/Decentralized-Twitter-with-blockchain-as-base

Chatbot seq2seq made with C#

Chatbot made with **Seq2Seq Learn Algorithm** with pure C#
github.com/HectorPulido/Chatbot-seq2seq-C-

First Person Shooter Online Made with Unity3d And C#

Shooter game prototype made with unity3d, It has **multiplayer** features
https://github.com/HectorPulido/Unity-First-Person-Shooter-Online

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Details

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🌐 Social Profiles

LinkedIn

Twitch

Youtube

Github

📊 Skills

Python

C# and .Net Technologies

Machine Learning

Javascript, NodeJs

Blockchain

Xamarin and Xamarin Forms

Unity3d

♥ Hobbies

Open source coding
Youtuber and Streamer

🌐 Languages

Spanish

English