

# Hector Pulido

Backend developer, AI enthusiast, Mechatronic Engineer, Math MSC (2023)

I'm just a simple **Computational math** MSC student, **Mechatronic engineer**, **backend developer**, **#MachineLearning** and **#Gamedev** lover, I have delusion of youtuber and now streamer, There is no challenge big enough not to try, My code will change the world some day.

## ★ Achievements and Experience

### 📁 Backend developer at Platzi

B2C & B2B EdTech web software, more than 3 million students.

Microservices creation, ETLs, Abstract libraries, etc.

Tech stack: Django/Python, Actix/Rust, also Kafka, Celery, GraphQL and elastic search.

August 2020 - Now

### 📁 Senior Software Engineer at Finsocial

Fast iteration in Fintech web software, more than 300.000 users.

Team management, recruitment and Growth.

Tech stack: PHP, MYSQL, Django/Python, Pytorch data stack.

Leader of the migration to django microservices.

Mixed role between Backend and Data scientist, from Junior to Senior in 1 Year.

February 2019 - July 2020

### 📁 Freelance software developer

Web, videogames, Machine learning, Android development, etc.

Software development with C# / MYSQL / PYTHON / AWS / Unity.

January 2017 - February 2019

### 👤 14.000+ Youtube Subscribers

AI, Gamedev, Software development an other topics.

January 2018 - Now

### 🎓 Mechatronic Engineering, Universidad Autónoma Del Caribe, Barranquilla Colombia

Honorable mention: Classification of data obtained through multisensorial devices for use in flexible Machine Learning platform with the ability to diagnose diseases.

June 2015 - September 2019

## 📁 Related open source projects

### 📁 Awesome Twitter Bot (Python, Django)

This is a twitter bot; it can follow, search, like, and ignore people from twitter, also can connect with **machine learning** apis to perform different tasks.

### 📁 CV Generator (Rust, Actix)

This is CV was made with this project, can be used as an API but also a CLI.

### 📁 Evolutionary Neural Networks (C#, Unity)

This is a **machine learning** project made in Unity3d and C#, using **neural networks and genetic algorithms** to create autonomous intelligences in video games.

## 📁 Contact

📞 +57 3008368595

✉ hectorandrespp@gmail.com

🐙 Github (HectorPulido)

📺 Youtube (Hector Pulido)

🐦 Twitter (@Hector\_Pulido\_)

## 🔧 Tech Stack

Backend with Python; Django stack

Backend with Rust; Actix stack

SQL with Postgresql, NoSQL with Mongo

Linux, AWS and Docker

Regex fan (unstructured data)

Applied mathematics

ML/DS with Python:

Pandas, Numpy, Matplotlib, Pytorch

Unity3d

## 🌐 Languages

Spanish (**Native**)

English (**Profesional proficiency**)

## 💧 Soft Skill

I like to learn about complex topics.

I can learn about new technologies and techniques very quickly.

I can speak in public and transmit ideas easily.

I love to teach and mentor what I know.

I have a tendency to lead.

I have a strong personal brand.