

Hector Pulido

AI and Machine learning Lover, Backend developer, 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.
Hands on Data science and Machine learning.
Microservices creation, ETLs, Abstract libraries, etc.
Tech stack: Django/Python, Actix/Rust, also Kafka, Celery, GraphQL and elastic search.
Fully remote decentralized team skills.
In-house teacher.
August 2020 - Now

🏢 Senior Software Engineer at Finsocial

Fast iteration in Fintech web software, more than 300.000 users.
Mixed role between Backend and Data scientist.
Team management, recruitment and Growth.
Tech stack: PHP, MYSQL, Django/Python, Pytorch data stack.
Leader of the migration to django microservices.
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

🧠 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.

🧠 Autogradient System for Deep Learning (C#)

This project is a minimalist pytorch-like machine learning framework useful for dynamic calculation of gradients in a dynamic computational graph system.

🧠 SIGNS dataset image detector with Pytorch and Opencv (Python, Pytorch, OpenCV)

This is a **computer vision project** end-to-end, first I created the model then I tested with data of the real world.

📄 Contact

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🐙 Github (HectorPulido)
📺 Youtube (Hector Pulido)
🐦 Twitter (@Hector_Pulido_)

🔧 Tech Stack

Python backend stack; Django
Rust stack; Actix, diesel
SQL with Postgresql, NoSQL with Mongo
Pandas, Numpy, Matplotlib, Pytorch
Linux, AWS and Docker
Regex fan (unstructured data)
Applied mathematics
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.