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Evolutionary programming is more an instinct than a skill. Whenever usual machine learning (gradient descent) does not work, simple mutating a result is usually my first idea. To this end, I wrote a simple python package (see xevo in my github) and I have been using it a lot in the last time (see the rest of my github) By now, xevo is no longer just a simple tool, but uses the extensibility implemented into it to serve some more advanced features and I have grown withit. This extensibility definitely encourages experimentation, and so there are also now some more creative and powerful features.